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TODD McFARLANE TELLS YOU HOW TO BREAK INTO COMICS

JEFF SMITH ON BONE AND DISNEY

WIZARD®

JUNE 1994
NUMBER 34
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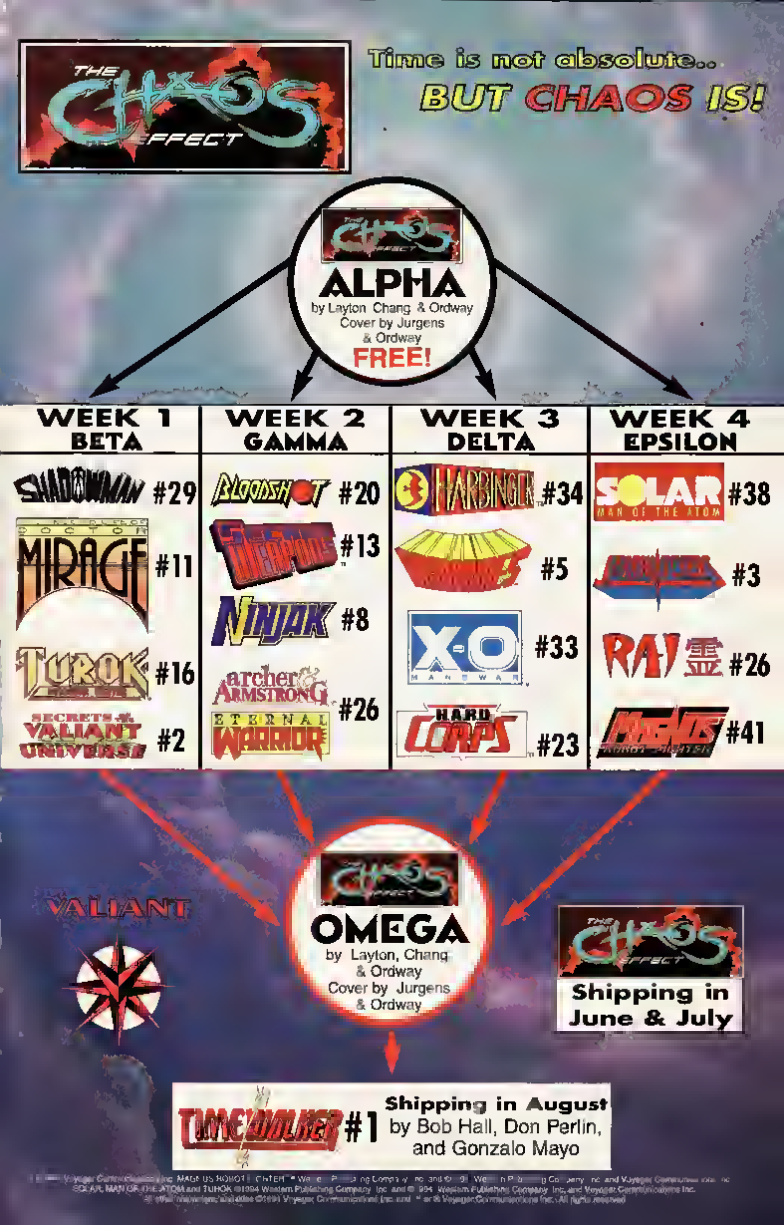
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WIZARD

WIN!

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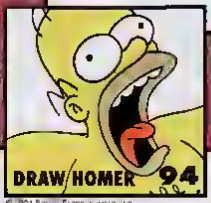

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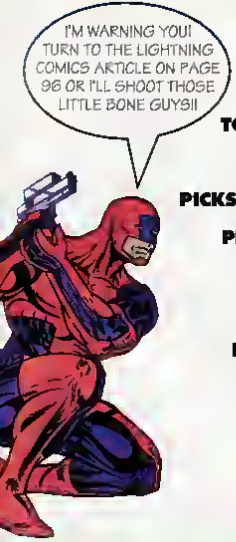

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"SMA-ZAK!!" Turn to page 74 for the electrifying article on Prime artist Norm Breyfogle.

You already know these guys were cute as heck. To get the scoop on Bone's past and future, turn to page 96 for the Jeff Smith interview.

BONE ™ & © JEFF SMITH

A LETTER FROM OUR PUBLISHER

Being a superhero's a drag

Wizard Sells Out

Hey, what's going on here? I've been getting more and more reports lately that some *Wizard* fans have occasionally had to go *Wizardless*. Talk about cruel and unusual punishment! If your local retailer sells out of *Wizard* before you can secure a copy, go to him or her and say, "Hey, how can I be hip-hop be-bop without the latest *Wizard*? Can you please order a couple more?" You'll be be-boppin' before you know it.

So... I bet you're wondering, "What's hip-hoppin' in this issue?" All sorts of really cool stuff. We lead off with an in-depth preview of Marvel's hottest new mutant team, Generation X! Cool stuff. We also dig deep into how the new Green Lantern will be keeping himself busy, what *Prime* artist Norm Breyfogle has to say, the musings of *Bone*'s Jeff Smith, hot news on Marvel's acquisition of the Disney license, and loads more. Sheesh, talk about a packed issue.

Is that all that's in this issue? By no means! We've also got the kind of contests you've demanded, cool ones. We've worked double time to put together some of the coolest promotions ever run in *Wizard*. You can win a trip to sunny L.A., where you can party with Rob Liefeld, and a trip to, uh, New Jersey, where you can go bowling with Joe Quesada. You'll also get the chance to design a costume for Homer Simpson and enter a Sabretooth sweepstakes. These contests are all full of very cool stuff—I know you'll love 'em.

Some of you wrote in to say that you received your copy of *Gen*^{13} #1/2 (available only if you mailed in the coupon in *Wizard* #30) and that you thought it was really cool. You're right. Jim Lee and his crew over at Homage Studios did a bang-up job. And if you thought that was cool...wait till *Prime* #1/2 shows up. That book is smokin'!

¡Adios!

Gareb S. Shamus
besar kédju

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IPA International membership applied for November 1993

Magic Words

So why the heck do people write letters to *Wizard* anyhow? I can think of four reasons:
1) They're really, really pleased about something.
2) They're really, really turqued off about something.
3) They've got something to say.
4) They like to see their name in print.
There's nothing wrong with any of these reasons, but for those of you who fall into categories 3 or 4, here's a few tips on how to maximize your chances of seeing your letter in print in Magic Words:
➜ Thoughtful letters are good; emotional letters are bad. If you think *Punch-Man* sucks some frog ass, don't just send in a letter saying, "*Punch Man* sucks some frog ass! I hope Emil Muzz, creator of Punch-Man, gets hit by a speeding deer truck!" That's visceral, yeah, but it just doesn't sing. Let your brain write the letter, not your heart. Tell us what makes Punch-Man so lousy. Same goes for gushing praise: tell us why *Pummel Man* is the greatest thing since sliced bread, not just that it is.
➜ Don't be a weak sap. If you've got a strong opinion, voice it. This may seem to contradict the first tip, but not really. Just support what you have to say with a decent argument. Tell us that you think *Punch Man* is lousy because his hair has changed color four times in the last six issues without any explanation. Win someone over to your cause. If you're afraid of stepping on someone's toes, don't be. Chances are they won't come to your house and beat you up. There's no need to get libelous, but don't be afraid of a little controversy.
➜ Send in those burning questions! Get 'em off your chest and give us the opportunity to educate your fellow readers. Ever wonder where the heck that flip penny in the Bolcave came from? Ask us. Want to know what John Byrne eats for breakfast? Ask.
➜ Size isn't important. At least, that's what they've been telling me for years. If you've got one simple question, ask it and end your letter. Don't overdo it. If you've got something that takes three pages to describe, do it. Don't cut yourself short. Take as much or as little space as you need to express your thoughts.

Dear Wizard People:

One of my favorite departments in *Wizard* is Magic Words. I think that it is a wonderful idea: a forum for the readers of the magazine to voice their opinions about the comic industry and ask questions about comics and those who create them. Lately, however, it seems that Magic Words has been an open battlefield for those who write and draw the comics, as well as executives of the comic industry.

I have never written a letter to a magazine to complain about anything, and I find it sad that it has come to this. Just after Magic Words finished with the "sexist" issue, now comes the parade of writers, artists, and execs to voice their (sometimes rude) opinions. I partially blame *Wizard* for allowing this to happen, but I also blame those who have written the letters.

Wizard should have the decency to stop the printing of letters like this, and leave the space open for what it was meant for—the fans, their questions, and their opinions. The writers, artists, and execs should have the respect to keep their personal battles out of the pages of *Wizard*. I am currently pursuing a career in comics, and I do not want *all* of my illusions shattered by bickering in the pages of my favorite magazine.

Linley B. Porter
Chapmanville, WV

Uh, sorry.

One of the lately cool things about the comics biz is that the line between the "fans" and the "professionals" is pretty thin and fuzzy: a lot of people straddle it. I think "industry pro" letters are appropriate for this column, as are letters just like the one you've sent. We're all pretty much the same people, it's just that see specific concerns may differ.

Letters from comic creators will continue to run here as they come, as will letters from straight "fans." Both fulfill the mission of what we're doing on this page. If for whatever reason you don't want to read them, you can just skip them. To wit:

Dear Editor,

I was saddened to read Mr. Richard Finn's letter in *Wizard* #30 regarding Tom Palmer Jr.'s favorable review of my work, *A Distant Sail*. Since I have never spoken with Mr. Palmer, and since I was not quoted in the article, frankly, I don't know what Mr. Finn is upset about. If Finn is going to continue to have this kind of obsessively

emotional outburst every time *A Distant Soil* receives press, I doubt he will have much time left to write *Elfquest*...

Since I am not the cause of his unhappiness, I should not be the focus of his hostility.

I accept Mr. Pini's congratulations. In return, I wish Pini continued success with *Elfquest*. I do wish, however, that he would leave me alone.

Colleen Doran
Publisher
Arle Press

To Anyone Who Cares:

As of February 1, Independent comic publishers are dead...

And Capitol City Distribution killed them.

On January 6, [Capital City announced] a policy of fining a comic company $500 for cancel ng a book and an added $750 to resolicit... This new policy is meant to be the death of independent comics. Everett Hartsoe, publisher of London Night Studios, phoned up Chris Blue, purchasing manager of Capitol, to ask, "Why the ax?" Mr. Blue said, "To weed out the garbage." And it will. This policeoxing is going to destroy the independents, and isn't it convenient that the new policy goes into effect *after* Marvel cancels 20 or 30 of its titles?

Do you think I'm crying wolf? This is wolf, and you, the independent publisher or fan, are the target. If Capitol gets away with this industry rape, do you th nk that Diamond Comics Distributors will wait a heartbeat to get their pound of flesh? *Think* again, fanboy. These new fees are supposed to pay for their costs of cancelling a title—like it's killing them when Dark *Angel* ships a little late or *Tears II* is canceled. We know who's respons ble for putting the hurt on Capitol and messing up retailers' cash flow: Image Comics. Todd, Jim, and Rob have made a mess with their bastard offspring of seven egomaniacs. Do you homework kids, and you'll find that Image cost Capitol more money than they made them. It seems as if these maions will destroy the very thing they purport to love—ndependence. This new penalty is a slap on the wrist to chronic offenders like them. Continuity Comics, Comico, and the other kings of soliciting 20 books a month that will never come out. Is Image going to clean up the mess they've made? I doubt it—that would take courage...

What about Capital? Are they going to pay me for their screwups? They're fining on 1,800 Dahmer comics that they ordered from Boneyard two years ago. Because they felt it was politically incorrect, they did not ship these books to stores who ordered them and instead told them that they never received the books—an outright lie! They tried to make me buy them back one year later! Capitol did this to me again when I sh pped them 400 copies of *Rectum Errectum Halloween Fun* in October 1992. They found the cover offensive to their tastes, again shorting their customers and giving no explanation why, except my own (nonexistent) incompetence... I tried to be a nice guy. I took them back, and now they're going to give it to me in the back. This is supposed to be the company that's friendly to independents and adults-only titles? I've never had so many problems.

We've got enough problems in this industry without this. I just appeared on *The Sally Jesse Raphael Show* where the battle cry is, "Give comics back to kids." Any of you remember what happened in the '50s with EC and the Comics Code? Well, it's going to happen again. I've arguably, without killing Superman, brought more new readers into stores than any new independent publisher. How? By going on talk shows, by doing crazy things the corporate rectums pucker at the idea of. Rush Limbaugh said he enjoyed and talked about the *Rush Limbaugh Must Die* comic on the air, and so has Howard Stern. Their followers curiosity will be p qued, and they will go look for it. Anyone who watched me on [TV] is more likely to waltz into a comic book store than they ever were before. But I don't know if I'm going to survive this, and I've already walked the fires of hell.

The attitude of the moneymakers in this industry is "Screw the independents, who needs 'em?" *You, the comic buyer, need* em. We do the grunt work, take all the risks. You won't find any Marvel comics at your local library, or in *Time* magazine's literary section next to *Maus*.

There would be no Vertigo without the independents to build the adult audience, to prove its viability to the corporate bean counters. We're in this business because we love it. We work crappy day jobs, and slave over the board at night. We drive to every convention we can, cars loaded with product. Without us, there would be no *Teenage Mutant Ninja Turtles*, *Bone*, *The Crow*, *Cadillacs & Dinosaurs*, *Cerebus*, *The Tick*, or frontier books like *Fever*.

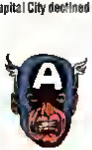
Capitol City is shooting this industry in the foot. Where will the next generation of Alan Moores, Erik Larsens, Jim Valentinos, Vincent Lockes, Simon Bisleys and Sam Kieths come from? They cut their teeth in the trenches. We'll be left with nothing but inbred mongoloids like Stephen Platt.

Anger is a gift. use it. Store owners should write to Capital's owners John Davis and Milton Griepp. Express your dissatisfaction over the new policy. It truly is up to you and the larger publishers. Will Mike Richardson remember how Dark Horse started out in the back of a comic shop? Will Dave Sim, John Byrne, Todd McFarlane, and other advocates of independents flex their muscle and get something done, or will they just stand by and watch...? Are they going to let guys like me take all the risks? Believe me, this letter is a helluva risk. Don't be surprised when Capital stops carrying all of Boneyard Press's titles because of this letter three or four months down the road. My cry of rape is not going to sit well, because they would prefer you to remain in the dark... You must sit up and act. I ask John and Milton, no. I demand that they respond publicly to this base act of destruction.

I've had a lot of fun in this business. It's too bad me and the other smaller kids aren't allowed in the sandbox anymore. I said it a year ago, and I'll say it ag n: they won't take your rights away all at once... they'll do it n small pieces.

Hart D. Fisher
Publisher
Boneyard Press

Capital City declined to comment in this space.



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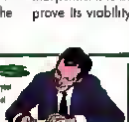
Dear Wizard,

I would like to propose a contest for *Wizard*. Over the past decade, the single

Pen Pals

Want to get in touch with your fellow comic fans? Or send them to teach you? Send your about address, age, gender and three favorite titles to "Pen Pals," c/o Wizard Press, or Jungle World's address on page 16. Hey, make a friend!



Pedro Pedro
Age: 18 Sex: M
Loc: De Falijas
Lote Sect: 12-B 5676
Pualinho, Portugal
Likes: Spawn, John Byrne's Next Man, X-Men

● Brazil America
Age: 19 Sex: ●
112 Hoyt St. Apt 5E
Stamford, CT 06905
Likes: Guardians of the Galaxy, Blackhawk, all Image titles

Jennifer Mantle
Age: 14 Sex: I
114 Sawtan St.
Anniston, AL 36205
Likes: Star Trek: The Next Generation, Sandman, all Anne Rice books

Alberto Talaya
Age: 14 Sex: ●
2060 A 41st
Los Alamos, NM 87544
Likes: Image, Valiant, and DC titles

most overused expression by superheroes leaping into battle has become... "Hit 'em hard and fast!"

"Hit 'em hard and fast" is an expression that writers of grim and gritty team books use to make their characters sound tough. It's how wimpy writers imagine a hero with an attitude would talk. (Like what else would they say—"Hit 'em slow and soft!"?)

"Hit 'em hard and fast" was first popularized (and then beaten to death) by Chris Claremont during his 15-year run on *X-Men*. It was then picked up on by the subsequent *X-Men* writers, particularly Fabian Nicieza [and] Claremont's old X-editor, Bob Harras.

The use of this phrase shows [that] a writer would rather recycle an old cliché than think up a new idea. The only way to put an end to this cliché is by identifying which writers are guilty of using it the most.

I am confident that some *Wizard* reader out there has more free time than I do, and can spend the time it would take to do the research. Maybe you could give the winner a prize or something. Just based on the sheer number of books he has to hack through, I'd put my money on Fabian Nicieza, but who knows, maybe I'll be surprised.

Well, go to it, *Wizard* fans! Pull out those old comics, and... read 'em hard and fast!

Jeff Brickman
Greenpoint, NJ

Sounds cool. I've personally got $10 and, oh, what the hell, we'll throw in the limited edition silver embossed *Cyberforce* #2 and the limited edition gold embossed *WildC.A.T.s* #6 to whoever can do the job.

Write down your name, full mailing address, phone number with area code, the name of the writer who's used "Hit 'em hard and fast" the most, the places he's used that cliché, and the number of times he's used it on a three-by-five-inch index card or postcard and mail it to Cliché Contest, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064. All entries must be received by June 8, 1994. All entries become property of Wizard Press, and none will be returned. Employees of Wizard Press will select a winner; all decisions are final. For the name of the winner, available after June 12, 1994, send a self-addressed, stamped envelope to Cliché Winner, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064, or just look in Magic Words in a future issue!

Dear Wizard,

What would happen if Prime fought Superman?

Catarino Hernandez Jr.
Ft. Worth, TX

We imagine there would be bulging biceps galore, hysteria, destruction, folding, spindling, mutilating, fire, gnashing of teeth, and a ton o' dough made by DC and Malibu.

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Dear Wizard,

In *Batman* #497, how come there's a dinosaur on the cover?

How come Bloodshot is always getting the living hell beat out of him?

Cacey Landrum
Baton Rouge, LA

Well, once upon a time, Bats and Robin went to an amusement park where this bad guy thought it would be a good idea to kill them with giant mechanical dinosaurs. After thrashing the mechadinos, Batman said something to the effect of, "Cheesa, Louise, one of these big ol' things would make a nifty trophy. Let's bring it back to the Batcave." The rest, as they say, is history.

As to Bloodshot, I think it's that lousy haircut with that darn "Z" thing on the sides. Every time I see him in the hall here, I just want to give him a smack.

Bloodshot™ & © Voyager Communications Inc.

Dear Magic Words,

What or who keeps Image or other companies from publishing material which clearly belongs in an 18-or-above category if they aren't approved or "checked" by anyone [such as the Comics Code Authority]? I'm not saying any of Image's stuff belongs there but who keeps it from going over the edge?

I also have an offer! In my English class, I have been assigned to have something published in a periodical by June 6, 1994. When I first heard this, I said to myself, *"Wizard!"* Now don't tear this up thinking that I'm some little punk who wants to see his letter published so he can show all his friends. This could seriously expand your reading audience. You at *Wizard* have said that you're constantly trying to broaden your readership. Wouldn't you be pleased if I brought a future copy of *Wizard* into my English class and said, with a proud look on my face, "Mr. English Teacher, look what I've done! I got a letter published in *Wizard*"? Then he'd say, "What's *Wizard*?" And then I'd say, "It's this swell magazine about comic books that has lots of nifty interviews and cool pictures and ..."

Imagine the consequences of this simple act. My English teacher would be so overwhelmed and amazed that such a unique and intriguing magazine exists that he'd take a copy to his next teachers meeting and get all the teachers to start reading *Wizard*. They'd love it so much that they'd incorporate it into our curriculum and before you know it, children in schools everywhere would learn about the comic book medium through your magazine.

Gabe Vaughan
Amherst, MA

For the Code question, the only thing holding publishers back is themselves. One would hope that publishers would act responsibly, or at least in a way that would not take money out of their own pockets by cutting off their younger readership. There is a small percentage of comic shops which now only sell selected Image titles to customers 18 and older.

This other thing sounds like something I might have done when I was in eighth grade English. So you get by. But this is a one time deal, so the rest of you can just hold your pens! No more free rides!

Dear Wizard,

I have some questions.

1. Is Prophet's friend Kirby really small, or is Prophet just really tall?

2. Did Rogue steal her strength and flying abilities from Ms. Marvel?

3. Could Nightcrawler teleport from New York to Sydney, Australia, if he wanted to, or can he only teleport a certain distance?

Sean Kenny
Unionville, Ontario, Canada

1. Both.

2. Yes, she did. But later, Ms. Marvel, known as Binary this time (yeah, right—like you'd really get superpowers twice in your life), came back and repaid Rogue sharply about the head and shoulders for it.

3. Nope. He can go about a mile, tops. He's also got to know where he's going, or risk teleporting inside a rock or something, which would hurt like heck.

Dear Wizard,

After reading "Just Add Water" in issue #31, I momentarily thought someone had plagiarized Rob Liefeld's section in *Creating Comics the Image Way*.

Tony "FireHellKillWar" Sandaval
El Cajon, CA

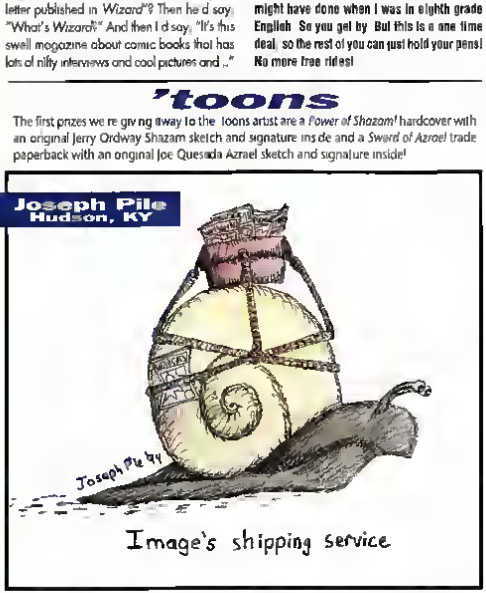
Dear Wizard,

Don't you think DC's upcoming *Zero Hour* storyline will make all of this stuff with Superman, Batman, and Green Lantern kinda useless? I mean, after *Zero Hour*, they're gonna

'toons

The first prizes we're giving away to the 'toons artist are a *Power of Shazam!* hardcover with an original Jerry Ordway Shazam sketch and signature inside and a *Sword of Azrael* trade paperback with an original Joe Quesada Azrael sketch and signature inside!

Joseph Pile
Hudson, KY



Fans who wish to submit their own cartoons to *Wizard* for possible publication as a 'toon should mail their entries to 'toons c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064. Submissions in pencil, neon inks, or metallic inks will not be accepted; submissions in any other medium—crayon, pen, marker, et cetera—are fine. Artwork must not be larger than eight by 11 and no quarter inches. Do not fold, bend, or roll artwork; mail flat to avoid damage. Illustrations may be single or multiple panels. All entries are nonreturnable.

Jeff Peterson Age: 14 Sex: M [illegible] Likes: X-Men, Image and Valiant titles	**Melissa Abrams** Age: 14 Sex: F [illegible] Likes: *X-Men*, *Uncanny X-Men*, *Punisher*	**Bobby Mickens** Age: 13 Sex: M [illegible] Likes: *X-II Monster*, *Youngblood*, *Marvel Warrior*	**Dwelle Iron** Age: 14 Sex: M [illegible] Likes: *Hyperforce*, *Brigade*, *StormWatch*	**Jose Abel** Age: 14 Sex: M [illegible] Likes: *Silver Surfer*, *Savage Dragon*	**Stephen F. Stallman** Age: 23 Sex: M [illegible] Likes: *Spawn*, all X-titles, all Spidey titles	**Sam Bumgarner** Age: 15 Sex: F [illegible] Likes: [illegible]	**Dillon Fisher** Age: 13 Sex: M [illegible] Likes: *Brigade*, *Hyperforce*, *Spawn*

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King Arthur prepares for battle. Lancelot battles an enemy soldier

Lancelot gets his slice of the liar whose flying lance already hurt Percival

King Arthur puts his Excalibur to the test as he executes his famous "mega slice"

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Ask the WIZARD

Q: Does the Beast need to get a weekly haircut?
—S Bosworth Lisbon, OH
A: *He sheds*

Q: Isn't Apocalypse too cool a character to have a big goofy "A" on his belt buckle?
—J Rosa, Escondido, CA
A: *He just shops in the same store as Magnus Robot Fighter*

Q: How much wood would a woodchuck chuck if a woodchuck could chuck wood?
—J La Ferrera, Mechanicsville, PA
A: *It's all a big hoax—there's no such things as woodchucks*

Q: If Shadowcat was phasing through something and suddenly became whole again, what would happen?
—R Lyons, Port St Lucie, FL
A: *Her molecules would mix with whatever she's phasing through, and if enough of her was in the object she'd die. If it was a living thing she was phasing through, it would probably die too.*

WIZARD wonders...

Does Catwoman spray her costume with silicone spray and jump off a ladder to get into that suit? That thing's so tight you can see if her bellybutton's an innie or an outie

Ask the Pros

Hey Rob Liefeld
Is anybody else gonna write *Youngblood* after Jim Shooter?
—B Dover, Coral Springs FL

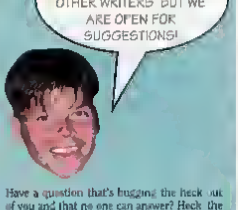

Photo: Ac Ontesa

Have a question that's bugging the heck out of you and that no one can answer? Heck the Wizard can answer anything Just send your stumpers to Ask the Wizard c/o Wizard Press, 151 Wells Ave Congers NY 10920 2064

redo everything like they did after *Crisis on Infinite Earths* And by the way do you think they're gonna ever marry Lois Lane and Clark Kent? They've been engaged for three years

Scott Haarz
Plymouth, MI

According to Maureen McTigue, DC's assistant manager of marketing communications, "*Zero Hour* will have a significant effect on all our characters How it will effect them will be the story These three events are significant events in these characters' continuity Why would we redo them?" Why Indeed?

Also according to Maureen, the highly anticipated Superwedding is still on, and will happen sometime in the future

Dear Wizard,

I was at one of the very rare comic shows in my town and I was having a very nice discussion with one of the owners of a comic shop near me We got onto the subject of special comics like the glow-in-the-dark *Maxx* #1 gold-foil *Youngblood* #0 et cetera He said that the companies send those to him for free That is so unfair I can understand that they might have a low print run, but why do they have to have such high prices (gold-foil *Youngblood* #0 $65)? I don't think it's fair that a comic which dealers get for free has such a high price I would just like to know why they're so expensive

Ted Collins
Niles, OH

Because people are willing to spend twice scratch on them, although why anyone would want to spend an extra $60 on a book because it has a stupid-looking hat or different colored logo is beyond me The basic pre-and-take of supply and demand determines these prices just as with cars kumquats or petroleum jelly

Dear Wizard,

Will there be a change of costume for Spider-Man in the future? I'm sentimental to a certain degree, but I just don't like his red, white and blue pajamas anymore I think everyone loved the black duds, but he won't go back in black, as you know, because of Mary Jane. Fill me in on any costume change for ol' Spidey

Brian Chapman
Newnan, GA

Quoth the Marvel sage Gary Guzzo "We were playing with the idea for a while but the idea just seemed to be too in vogue what with [the] recent revampings we did with Daredevil and what DC did with Superman So we're not going to do it."

Dear Wizard,

Hey! I was going through #30 when I came to the ever-popular price guide As I was checking out some abbreviations I came upon two famous names among the artists They were Darth Vader and Elmer Fudd

Did I just stumble across a superscret contest or was this just for the heck of it?

Ray Llopiz
Richmond Hill, NY

Actually they're both top-notch comic artists You can find Vader's work in the *Alpha Flight/Quasar* mini-series while Fudd is working on the upcoming *WetWorks*

Darth Vader ™ & © Lucasfilm Ltd.

Dear Freaks,

I have just put down my copy of *Wizard* #31 and all I can say is "Hot diggity dog!" I have been reading your magazine since issue #6, and one of the main things that brought me back for more Wizardific entertainment was the humor all of your writers injected into their articles You weren't afraid to speak your minds about what you thought of others' opinions, favorite superheroes comics or stupidity But in recent issues the humor level seemed to be dropping off Maybe it was because of letters like Harry Ford Caffill's in Issue #23

To all those people who are offended by the magazine I say "Chill out!" There's a hell of a lot more wrong with this world than a few words or opinions written in *Wizard*

Sheldon Hingst
North Bay, Ontario, Canada

Thanks for the kind words but the next person who says "Wizardific" is gonna get a smack

Dear Wizard,

When am I going to be getting my own comic book? I mean this new guy with his armored suit and everything was OK for a few issues but it's already getting a little long in the tooth for me You know I have

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to return sooner or later—why not sooner? After all it's not like I can collect unemployment or disability for this kind of thing

Bruce Wayne
Address withheld by request

Honest folks—people send these things in

Dear Sirs,

Death to all Roman pigs Thank you

Dallas Stewart
Harrisonburg, VA

I've got a bad feeling that this is one of those Monty Python in-jokes that I've never understand

Dear Wizard,

If you held two glow-in-the-dark *Moxx* books up to a light taped them face to face and put them in a dark room would the glow of one keep the other one glowing and vice versa?

Luis Arredondo Jr.
Freeport, TX

Tell you what Luis I'll answer you if you answer me which came first the chicken or the egg?

That's a wrap! See you next month, and in the meantime please wait one hour after eating before you go swimming

—Jim McLauchlin

Jim McLauchlin is the news editor at our sister publication (and why are they always sister publications? Shouldn't magazines be gender neutral?) Collector's Sportsink. He spends most of his spare time eating pizza drinking beer resolving to get on Jeopardy!, and plotting the downfall of those who would destroy him

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"I'm not quite sure what happened. I just heard a shot, and when I awoke, I had this tag on my crotch. Damn kids."

PHOTO: AL ORTIZ/L.A.

Evil demonic creature invades local comic convention, hangs the Violator with him. "That one with the Wizard cap was battingly," says startled showgoer.

PHOTO: AL ORTIZ/L.A.

Starved zombie looks for brains at comic show, finds nothing. "All these kids need Wizard. I can't find anyone with brains!" exclaims undead freak.

PHOTO: AL ORTIZ/L.A.

Wizard News

Wizard #34 June 1994 Since 1990

Marvel Wins Disney License

Walt Disney and Marvel Comics have signed an agreement which grants Marvel the rights to publish original comics starring Disney characters.

Marvel's first Disney comic book will appear in May. It's an adaptation of *The Lion King*, Disney's newest feature-length animated musical, which opens June 17. The one shot was written by Bobbi J.G. Weiss, who has written for Disney's own line of comics and illustrated by Sparky Moore.

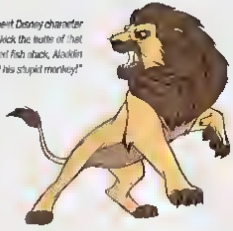
The first ongoing Disney title from Marvel will be *Beauty and the Beast*. It will be set before Belle and the Beast have their happy ending, and will be written by Barbara Slate and penciled by Cosme Quartieri, both of *Barbie* fame. It's scheduled for an early July debut.

In July, readers will be able to follow the new adventures of Ariel and her underwater friends in *The Little Mermaid*. These stories will be set before the character traded her voice for legs. Well-known *Mermaid* fan Peter David was originally offered the chance to write the series, but declined because of his heavy workload. The art team for the series will be Mary Wilshire and Dave Hunt.

August will see the debut of the *Aladdin* series, written by Lee Nordling, who has also written for Disney's comics line, and illustrated by newcomer penciler Chuck Frazier and Jeff Albrecht. Unlike the other series, *Aladdin* will be a sequel of sorts to the movie, and will be in with the animated TV series, set to debut this fall. The series will send Aladdin on a quest to prove his worthiness.

A fourth ongoing series, *Disney Afternoon*, will hit the stands in late September. *Anthology* will feature short pieces using characters from Disney afterschool cartoons such as *Darkwing Duck*, *Ducktales*, *Goof Troop*, and *Tale Spin*.

"I'm the toughest Disney character in state. I'll kick the butts of that redhaunded fish stick, Aladdin and his stupid monkey!"



TM & © Disney

Disney characters were among the first to appear in comic books. Mickey Mouse, for example, debuted between cardboard covers in 1933, long before Superman's premiere in *Action Comics* #1. Titles like *Walt Disney Comics & Stories*, *Donald Duck*, and *Uncle Scrooge* had long runs under the Dell, Gold Key and Whitman banners between 1940 and 1984. Gladstone began publishing Disney titles in 1986 and regained the licenses after Disney's own brief publishing venture in 1990-91. Gladstone's Disney titles are currently distributed to newsstands by Marvel.

—Paul J. Grant

DC Zeroes In on '94

DC Comics has revealed its plans for 1994. The big story, though hardly the only one, is this July's five-issue *Zero Hour: Crisis in Time* mini-series, written and penciled by Dan Jurgens and inked by Jerry Ordway.

The story of *Zero Hour* begins when DC's heroes discover a wave of time disruption. They find that the dead are alive, that doppelgangers exist, and that people and places are changing. In the 30th century, the world is literally falling apart. By the end of the mini-series, the entire DC Universe will change dramatically. As a result of *Zero Hour*, a new Dr. Fate and a new Starman will each get ongoing books.

In DC's flagship Superman titles, a major new villain called Cosmic, whose origin may be tied to Superman's, will appear. Jor-El and Lara will return, and, in *Superman* #100, an enemy will learn that Clark Kent and Superman are one and the same. These new story developments are complemented by the return of creator John Byrne, who will write and draw *Action Comics Annual* #6, a July "Elsewords" story that places Superman in the American Revolution.

In the Batman titles, the "KnightsEnd" story will lead into an ongoing *Azrael* series set to debut in October. DC is keeping quiet on whether it will star Jean Paul Valley or an entirely new person. Denny O'Neil, Barry Kitson and James Pascoe will work on the series. June's *Batman/Punisher: Lake of Fire*, by O'Neil, Kitson, and Pascoe, has Marvel's vigilante meeting Jean Paul Valley in the Batsuit. Late 1994's *Batman vs. Predator II: Bloodmatch* four-issue mini-series by Doug Moench, Paul Gulacy, and Terry Austin matches up the two characters for a second go-around, this time with the Huntress thrown into the mix. On the Elseworlds front, *Batman: Bloodstorm*, the sequel to *Batman: Red Rain*, will ship this December; it's by Moench, Kelley Jones, and John Beatty.

TM & © DC Comics by Dan Jurgens and Jerry Ordway

DC Comics's Zero Hour: Crisis in Time begins this July.

Other DC mainstays will get facelifts. Aquaman will get his own monthly title in July, courtesy of Peter David, newcomer Marty Egeland, and Brad Vancata. *Zero Hour* will probably change the character radically, according to editor Kevin Dooley. Wonder Woman, too, will undergo major

changes, becoming much more of a warrior, and being replaced by another amazon. The Flash will uncover a secret about himself that affects all superspeed characters in the DC Universe and he ll witness the return of Iris West, which was foretold a year ago in *Flash*.

Sandman s last tale will be told sometime in 1995 in a series ending issue by Neil Gaiman and Charles Vess, the same team that produced the award winning *Sandman* #19. First, however, DC will publish the conclusion of "The Kindly Ones." "The Wake" a story arc by Gaiman and artist Michael Zulli, and a sequence of unrelated one-issue stories.

Judge Dredd a brand-new ongoing series starting in June which starts the lawman of Mega City One, will now be published by DC. It will stand outside of the publisher s regular continuity. There will also be a *Judge Dredd: Legends of the Law* series beginning in October. *Legends of the Law* will be formatted like *Batman: Legends of the Dark Knight*, in which each story arc is done by different creators.

Allred Joins Legend

Madman Comics creator Mike Allred has officially become the eighth member of Legend, a creator-owned imprint consisting of creators John Byrne, Frank Miller, Art Adams, Paul Chadwick, Geof Darrow, Dave Gibbons, and Mike Mignola.

"It didn t take me too long to think about it," Allred says of the offer to join Legend. "It s something I m really excited about. Frank Miller called me up and I thought he wanted to talk about toys. Instead, he told me that he and the guys of Legend were excited about my work and unanimously asked me to join. And once I heard the dental plan, I decided to join right away."

The Legend teon is expected to debut the cover of *Madman Comics* #2.

Star Trek Crossover

Malibu Comics and DC Comics have announced plans for two *Star Trek: The Next Generation/Star Trek: Deep Space Nine* crossover series, in which characters from both series will fully interact. Malibu, the publisher of the regular *Deep Space Nine* regular series, will produce a two-issue mini series, as will DC, the publisher of the *Next Generation* regular series.

Mike W. Barr, writer of *Deep Space Nine*, will script the Malibu series, while Michael Jan Friedman, a frequent contributor to DC s *Next Generation*, will write DC s effort. Gordon Purcell and Terry Pallot will illustrate both mini series, and Margaret Clark of DC and Mark Panicciа of Malibu will co-edit the books.

The story, according to Friedman, is unique. "For the first time both casts are involved in a single adventure," he says. "What brings them together is a threat to the wormhole and the civilizations on both sides of it."

Friedman adds, "This is very different from what you ll see on television. It s something special that the fans really want to see."

DC s *Star Trek: The Next Generation/Star Trek: Deep Space Nine* #1 and Malibu s *Star Trek: Deep Space Nine/Star Trek: The Next Generation* #1 will be released simultaneously in October. Both #2s will be released in November.

Sears's Ominous Press

Superartist Bart Sears is forming his own publishing company, Ominous Press, and starting in July Sears will introduce fans to his own comic book universe via three projects.

The first project is a 16-page comic entitled *Brute & Babe: It Begins*. It will contain an eight-page story featuring Brute and Babe, the characters who star in Sears s monthly Brutes & Babes column for *Wizard*, as well as an eight-page Ominous Press overview. The second project, due in August, is *Muel v. Roger*, a 32-page book in which Brute and Babe s story will really start to roll. The third effort, also due in August, will be *Brute & Babe: The Death of Pheros*, a 16-page comic containing the death of a major character.

Future projects from Ominous include an ongoing *Brute & Babe* title, *Arkon the Gladiator*, *Intrepid Insidions*, *Pheros*, *Armorgeddon*, *Nightheast*, *Megamen*, and *Tirrus*.

Why self publish? According to Sears, "Many of the present [publishers] take their creators for granted, draining all of the creative energy from them, until they become disenchanted with comics. I want the opposite for Ominous Press. Comics should be fun for the people reading them as well as for those creating them."

Bart Sears s Brute and Babe

Sears is working with creators Andy Smith, Mark Pennington, Ray Krysing, and others.

Sears, who feels that established publishers don t take chances, is toying with a new comics format called a Monument Set, which is a comic that isn t bound by staples, instead each page stands alone as a tablet and tells a story in exactly the same way as a normal comic. Sears also says that each Ominous book will contain a 17-page main story and a seven-page backup. "Most artists are not comfortable working on 24 pages per month," Sears says. "The 17-page story will allow the creator to work at a more comfortable pace."

In addition to his Ominous projects, Sears is also penciling Marvel Comics s *Silver Surfer* for an undetermined amount of time.

Axis to Print Shaman's Tears

Mike Grell s Creative Juice Studio announced that it has signed a deal with Axis Comics through which Axis will publish *Shaman s Tears*. Grell s critically and popularly acclaimed series Axis will print other Grell titles, including *Bar Sinister*, which stars the team of genetic combatants from *Shaman s Tears* and *Sable and the Cat*, the new adventures of Grell s Jon Sable Freelance, who originally starred in his own series published by First Comics. As the title indicates, Sable will be joined by Maggie the cat burglar, a popular recurring character from the old series.

According Grell s editor Mike Gold, the team-up with Axis co-publishers Larry Stroman and Todd Johnson may not have been inevitable, but it certainly makes a great deal of sense. "Quite frankly, Axis made us the best and most business wise offer," Gold says, "both financially and from a timing perspective. We all share the same concerns and have shared the same sort of experiences with other publishers in the past. There s a commonality of purpose between Creative Fire Studios and Axis Comics that is extraordinarily strong."

Shaman s Tears will resume publishing in June with issue #3, which never saw print because the title was canceled by Image last fall.

The *Shaman s* original team will remain on the title. Grell will handle the writing and art, with Brian Snoddy assisting on the art and Julia Lacquement coloring it. Rick Hoberg will draw *Bar Sinister*, while Dick Giordano is set to draw *Sable and the Cat*. Grell will write both series. *Bar Sinister* will be launched in late summer, and *Sable* will debut in late fall.

—Robert J. Sodaro

Hulk Faces AIDS

Marvel s Incredible Hulk, considered by some to be the epitome of the unstoppable force, is about to face a problem all the strength of his massive body can t handle: one of his best friends is dying of AIDS.

Marvel readers first learned that former Hulk partner Jim Wilson was HIV-positive in *Incredible Hulk* #389. In #420, Jim will come back into the green giant s life, and he ll be dying from complications of Acquired Immune Deficiency Syndrome.

"The Hulk brings Jim to the Mount, the headquarters of the Pantheon, primarily to try to make his last hours as comfortable as possible," explains Peter David, longtime writer of the title. "But the Hulk is in a difficult situation, because it is possible that he and the Pantheon could cure Jim s con

tion. The question becomes, should he do that?"

In the meantime, the Hulk's estranged wife, Betty Banner, in her role as a volunteer telephone help-line counselor, gets a call from a man who has just learned he's HIV-positive and is prepared to commit suicide. Betty has to try to talk him out of it.

The cover of Incredible Hulk #420

This is David says "a story which he intended to tell from the moment he introduced Jim Wilson's medical condition. "I've been trying to put the Hulk into situations where strength of arm is not always useful," he notes. "The old green Hulk would always announce, 'Hulk is the strongest one there is.' Sometimes that isn't enough."

The first Jim Wilson story generated some controversy, but *Hulk* editor Bobbie Chase says she's not afraid to stir up her readership. "Does it concern me that a story might upset some readers? No—I'm glad for it," she declares. "I want to get the readers thinking, whether they react positively or negatively. I want them to understand that we're trying to portray our characters as humans in the real world."

—Patrick Daniel O'Neill

Ultraverse Anniversary

The founding fathers of Malibu Comics's Ultraverse met on February 17, 1994 on Catalina Island, Calif.—to map out the growth of their universe.

According to Malibu, the attendees hammered out a series of promotions that will be entirely editorial-driven, relying on stories to sell the books. The promotions might include the death of a popular character, like the event which launched 1993's "Break Thru" crossover.

The framework for the Ultraverse was first conceived at a 1992 meeting in Scottsdale, Ariz. The second conference, held in early 93, unveiled it to the public. The Ultraverse will celebrate its first anniversary in June.

This year's meeting was attended by Ultraverse founders Mike W. Barr (writer of *Mantra* and *Wrath*), Steve Englehart (writer of *The Strangers* and *The Night Man*), Steve Geiber (*Sludge*), James D. Hudnall (*Hardcase* and *The Solution*), Gerard Jones (*Prime*, *Solitaire* and *Freex*), James Robinson (*Firearm*) and Len Strazewski (*Prime* and *Prototype*) as well as Malibu Editor-in-Chief Chris Ulm (*Rune*) and editors Hank Kanalz, Dan Danko (*Warstrike*), and Roland Mann. The creative summit represented virtually the entire lineup of Ultraverse writers. Ultraverse founding father Larry Niven, who doesn't write a regular book, and Creative Director Tom Mason, co-writer of *Prototype*, did not attend.

So what's being planned for 94? Which characters are under the gun? Says Barr: "I could tell you, but I'd have to kill you."

—Andrew Steven Harris

Malibu Secures Voyager

Malibu Comics has secured the comic book publishing rights to the upcoming TV show *Star Trek: Voyager*. *Voyager* takes place in the same era as *Star Trek: The Next Generation* and *Deep Space Nine*, but is set on a ship stranded far away from Federation territory which must find a way back home. The creative team and release date are expected to be announced shortly.

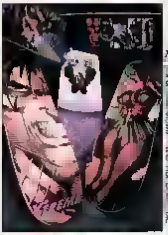
Marvel Calling Cards

Marvel Entertainment is releasing telephone calling cards which bear the cover images of *Amazing Fantasy #15*, *Incredible Hulk #393* and the recent *X-Men #30*.

A craze in Germany and other foreign nations, these particular calling cards are produced in conjunction with Global Telecommunication Solutions Inc. The cards will sell for $10 and be good for 20 minutes worth of calling time; they will only be valid for calls in the United States. Marvel plans on releasing more calling cards featuring different characters in the future.

The cards can be ordered through the catalog which was bound into select Marvel comics released in March 1994 or by calling (212) 696-0810. Eventually, the cards will be sold in comic shops and specialty stores.

Extreme Skateboards



Check out these cool new decks Gremlins keep to the right.

Rob Liefeld's Extreme Studios, in conjunction with Acme Skateboards, is producing skateboards for distribution this June in skate and sport shops in 47 countries. There are five skateboard designs to choose from: Glory, Badrock, and the faces of Youngblood by Rob Liefeld, Prophet by Dan Panosian, and Troll by Jeff Matsuda.

Superhero Art Exhibit

Four Color Images, a comic art gallery in New York City, is hosting an exhibit of superhero art from April 14 to May 26. The show features art by Alex Ross, George Pratt, and Chris Bachalo among others. For more information, call (212) 431-4234.

Company Updates

AC COMICS
Femforce Up Close #10, due out in July, resolves the plight of former Femforce member Colt as she rots away in prison.

ANTARCTIC PRESS
Tomorrow Man/King Bhunter Last Rites, by Bobee Padilla and Jochen Weitgens, is due in July, along with *Knightmare*, an all new series by P. Skylar Owens.

ARCHIE COMICS
Archie's Spectrum

?! WHAT'S UP WITH...

Akira?

The popular Japanese comic book series *Akira*, published by Epic Comics, has had several production problems in the past few years, but issues of the series should ship at the end of this year. Series editor Marie Javins says that the series will now run 39 issues (over 30 issues have shipped thus far), with the story concluding in the first half of #38. The last half of #38 will present promotional art from Japan, and #39 will be a tribute to the *Akira* series featuring stories by several different creators.

—William A. Christensen and Mark Salton

The Ren & Stimpy Show Presents Stimpy's Invention
Sega of America Inc.
Sega Genesis
1 or 2 Players
Available Now

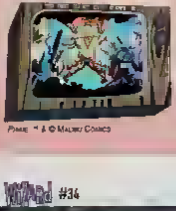
Stimpy's latest invention is the Mutate-O-Matic, a device that will transform garbage into glazed ham. Unfortunately, the gadget has exploded and pieces of it have been scattered throughout the neighborhood. As you control either Ren who wallops opponents with a fly swatter, or Stimpy, who coughs up hairballs and snaps his lowel at attackers, you must search the town for parts of the Mutate-O-Matic. This game contains six main stages plus several sub-levels of game play.

"A party at doggy jail! Oh joy!"

REN & STIMPY™ & © NICKELODEON

CD-ROMIX: Prime #1
CD ROMIX!
PC CD ROM
1 Player
Available Now

This CD includes colorful graphics and full audio enhancements. You'll hear original professionally recorded music, sound effects, and dialogue as you watch the story unfold on the computer screen. *Prime* contains more than 130 panels on over 60 screens. There's an autoplay feature that allows you to lock back and watch the multimedia comic book, or you can manually flip through the on screen pages at your own pace. Watch Prime as he defends a group of high school girls fights crime and drugs and helps U.N. peacekeeping forces deliver food to starving people in Somalia.

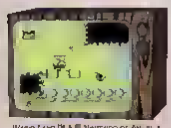

"Hey! The hero guy sprung a leak—cool!"

PRIME ™ & © MALIBU COMICS

Wario Land: Super Mario Land 3
Nintendo of America
Gameboy
1 Player
Available Now

In this adventure, Wario—Mario's archrival, whom you met in *Super Mario Land 2*—is back. This is a four-meg, 40 level adventure that is jam packed with puzzles to solve and obstacles which you must help Wario overcome. Along your quest, you can help Wario collect hats that give him special powers. Wario also needs to collect coins, keys, hearts, stars and other items. *Wario Land* is an extralarge adventure with a battery backup feature. The quality of the graphics is very similar to that of *Super Mario Lands* 1 and 2, but the action is totally new and different.

C'mon, Wario, have a heart!



WARIO LAND ™ & © NINTENDO OF AMERICA

Coming Soon...

According to Extreme Studios, comic book creator Rob Liefeld has signed a video game deal with Acclaim. In early '95 the company will release games starring Youngblood and other characters. Imagine being able to play all of your favorite Game Boy carts on the television screen. If you have the Super NES and the new Super Game Boy accessory, that's exactly what you can do. It's coming in June from Nintendo and works with all Game Boy carts... If you're a fan of puzzle games, you'll want to check out *Wild Snake* (Genesis/Super NES) and *Columns III* (Genesis). *Virtua Racing*, also for the Genesis, will be the first cart to incorporate Sega's new SVP chip (Sega Virtua Processor). The graphics could make this cart one of the year's best sellers. Watch for Capcom's *Super Street Fighter II* for the Super NES and Genesis.

—Jason R. Rich

imprint will not be launched in June, as was previously announced, it has been postponed indefinitely and will premiere at a later date.

BLACKBALL COMICS
Blackball Comics #4 and *Radical Dreamer #1* are both due in June. *Blackball Comics* has a Simon Bisley cover, round two of the Trencher/Mr. Monster brawl by Keith Giffen and Michael T. Gilbert, and "Big Blown Baby" by Bill Wray. *Radical Dreamer* launches the character's first story arc, set to last six issues.

BONEYARD PRESS
Son of Kill Image, the sequel to last year's popular satire *Kill Image*, is slated to ship in June. It's written by Lance Polin and Hart D. Fisher, with art by Jason Karns. Fisher says that in his cameo appearance in the issue, he gets killed! In August, Boneyard will adapt Howard Stern's Fartman for an ongoing, bimonthly comic series.

CLAYPOOL COMICS
Claypool, which is starting its second year of publication, will begin distributing its own comics. Claypool's products were originally distributed by Eclipse Comics. Claypool's current titles include *Elvira, Phantom of Fear City, Soulsearchers & Company* and *Deadbeats*.

DEFIANT
In an attempt to further its goal of being "reader friendly," Defiant will publish Spanish language editions starting in May, the first of which will be *Prudence & Caution #1-#4*.

EXPRESS PUBLICATIONS
The Art of Zen Intergalactic Ninja Special #1 will be released in June. It'll have great pin-up work by the likes of Jae Lee, Sam Kieth, Mike Mignola, Frank Brunner and more. Also that month, look for *Zen Intergalactic Ninja Summer Special Video Warrior #1*. In this story, by writer Nat Gertler and artist Raff Ienco, Zen is trapped in a video game by an alien race.

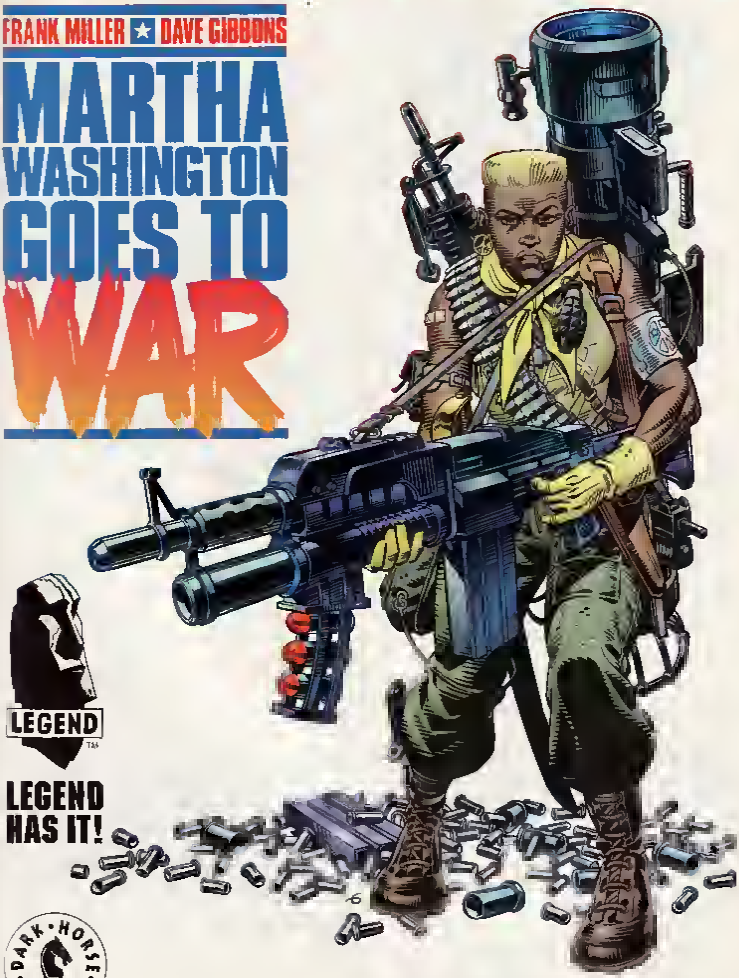
GLADSTONE
Gladstone is celebrating Donald Duck's 60th birthday with a double-sized *Donald Duck #268*, with stories by Carl Barks, William VanHorn, and Federico Fedrocchi.

HAMILTON COMICS
Mighty Morphin Power Rangers #1, solicited for June, has been postponed "due to licensing dif

A GOOD SOLDIER FOLLOWS ORDERS.
A GREAT SOLDIER KNOWS WHEN TO IGNORE THEM.

FRANK MILLER ★ DAVE GIBBONS

MARTHA WASHINGTON GOES TO WAR



LEGEND™

LEGEND HAS IT!

DARK HORSE COMICS®

THE FIRST SALVO HITS IN MAY.

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This Month in History

Historic comic book events that look place in the month of JUNE

1938 ***Action Comics* #1** This classic features the debut of Superman in the 12 page lead story, which details his origin establishes his alter ego Clark Kent and introduces Lois Lane.

1954 **Kefauver Investigation:** A U S Senate committee chaired by Sen Estes Kefauver concludes its hearings on the effects of comics on juvenile delinquency This investigation led directly to the institution of the Comics Code.

1959 **George Reeves.** The actor who played Superman in the 1950s *Adventures of Superman* TV series dies sparking considerable controversy Although the circumstances surrounding his death led some to believe it was murder the official coroner's verdict was suicide

1973 ***Amazing Spider-Man* #121:** Peter Parker's girlfriend Gwen Stacy is killed by the original Green Goblin during a fight with Spider Man.

1982 ***The Incredible Hulk* TV show:** This popular show ends its four-year run on CBS Though the adaptation differed from the comic series it endures as Marvel s most successful live action TV show to date

1985 ***Swamp Thing* #37** Hellblazer John Constantine makes his first appearance in this issue and teaches Swamp Thing about his elemental abilities

—W.A.C and M S.

ficulties with Saban Entertainment," according to the publisher Hamilton will resolve it once the difficulties are ironed out

HARVEY COMICS

Flintstones #1 by Michael Kirschenbaum and Rusty Haller ships in June It ll contain a story in which Fred serves as Bedrock s mayor plus a parody of *Beverly Hills 90210* That same month look for *Hanna Barbera Presents* #1 *Wacky Races* featuring Penelope Pitstop Dick Dastardly Muttley and Peter Perfect

IMAGE COMICS

Rob Liefeld has expressed interest in creator Dave Cockrum's Futurians team. Not much more is known other than that the two creators have talked More news as it develops. Liefeld has also bought the comic book and animation rights to the 70s science fiction TV show *Battlestar Galactica* No definite plans have been made yet, but we'll let you know when there are The Jim Lee/Chris Claremont collaboration on *WildC.A.T.s* will continue in issue #13 Look for it in August. Steve Oliff's *Armature* one-shot will ship in the fall, not in June, as was previously reported.

KITCHEN SINK PRESS

In June, look for the special oversized *Barney Google and Snuffy Smith, 75 Years of an American Legend* book, which is priced at $16 95 *Kitchen Sink Press The First 25 Years* a heavily illustrated year by year look at the company ships in July

MALIBU COMICS

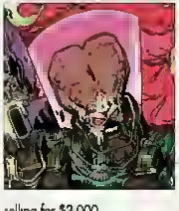
To celebrate its first anniversary *Prime* #13 will expand to 48 pages and feature a special Freex crossover that con-

WIZARD Looks Back...

Mars Attacks

In 1897, H.G. Wells wrote *War of the Worlds*, which brought the possibility of an alien invasion from Mars to the forefront of the American consciousness. Orson Wells added to the fright in 1938, when his adaptation of the novel for radio sent thousands of people into a panic. The story was later filmed in 1953.

While people have been entranced by stories of invading Martians for decades, perhaps no version was quite as visually or viscerally disturbing as the tale of devastation told in the 1962 Mars Attacks card series produced by Topps Cards.



In those 55 cards, created and written by Woody Gelman and Len Brown and painted by Norm Saunders, Martians mercilessly destroyed civilization. The set contained so much violence and bloodshed, in fact, that it caused an uproar upon its release because of the complaints the company received, Topps halted distribution before the entire country received shipments As a result the cards are quite collectible, with sets selling for $2 000

Topps is going to renew the Martians' reign of terror in the upcoming *Mars Attacks* comic book series debuting in May This five-issue series is written by Keith Giffen and illustrated by Charles Adlard. It also has a backup feature written by Len Brown and penciled by Giffen The mini-series is a retelling of the Mars Attacks cards' story, while the backup feature reveals the true reasons for the attack

Giffen explains his take on the invasion story "I want to give the Martians sort of a modern warfare approach It's quite a while before everyone realizes that the attack is of extraterrestrial origin It just seems like the world has gone mad "

"There are two levels of stories " series editor Dwight Jon Zimmerman says "One is the overall Martian invasion but at the same time we get a lot of human drama By the second issue, we begin to see the true onslaught of the mutated gigantic insects [created in issue #1] and we see the playing out of the Martian death squads It's genocide pure and simple " The Martians warns Zimmerman, are out to destroy mankind, and they're prepared to do so with overwhelming force

How does humanity fight back? With nuclear submarines which are effective against the Martians who are unaccustomed to function in underwater having come from a desert planet "We wanted to do a '90s take on an alien invasion " Zimmerman explains "We wanted to make it very plausible "

Giffen has been enthusiastic about the new project since before it even began "I'm one of those people who as a kid loved those [Mars Attacks] cards and have held on to them to this day The idea of a Mars Attacks comic is one that had always been in the back of my mind I wanted to do this very badly, it's sort of a dream project "

Giffen s energy was readily apparent to artist Adlard "Keith is great to work with " Adlard says "He actually draws plots, they are sketches like Little Harvey Kurtzman drawings Keith s obviously having fun with it and it's sort of rubbing off "

—W A C and M S

Mars Attacks ™ & © Topps Comics Inc

You Know Deep Down You May Not Survive.

Eye Of The Beholder.
The First
ADVANCED DUNGEONS & DRAGONS®
Game For The SNES.

There is a criminal conspiracy hiding in the Waterdeep sewers. Well, at least that's what legend says. As evidence of its truth, some rather imposing locks and traps, slashing skeletons, flashing swords and sizzling spells.

Based on this limited knowledge, it would seem the only thing to do is find these criminals and destroy them. As you aspire to the roles of High Priest, Lord, Paladin, Ranger Lord, Wizard or Master Thief, you and your party will experience face-to-face combat and encounters with an intensity only AD&D® role playing affords.

A 3-D graphical point of view makes the fantasy seem real. The graphics are better than you know what. And the plots and subplots are complex enough to challenge even the most avid AD&D fanatic.

But even when you think you see the light at the end of the sewers, the Eye Of The Beholder awaits.

[illegible] the spider's double door you learn the status of "Aria"

On [illegible] has found your party swings his whip to paralyze "Aria"

When a [illegible] your path, you have a fantastic battle on your hands

CAPCOM

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GAMER'S GUIDE

Welcome to *Wizard's* new miniculumn featuring brief reviews of super-hero- and comic-related role playing games. Our first review is of the Marvel Super Heroes game produced by TSR Inc.

Marvel Super Heroes is a real kick. Few things are more enjoyable than slugging Ultron's internal circuitry going toe to toe with the Hulk... or ruining Magneto's latest scheme. Simulating these and other delightful diversions is easy with this game.

The system—that is the rules—is not at all difficult to learn, it is clear that TSR wanted to make this game playable for everybody. Creative gamemasters will have no problem modifying the rules to produce a more complex game if they want to. It is very easy to produce original adventures and creatures; this is a great game with which to improvise. Players can use one of the established Marvel characters (a great number of these are supplied including villains) or characters of their own creation. Many powers and talents are available.

One of the best things about this game is that it is well supported—a lot of material is available for players, material that fleshes out the basic rules and adds depth to the game. Numerous adventure modules have been published for gamers to buy and most of them offer pretty interesting adventures. These modules are usually designed for specific heroes, but with a little imagination they can be modified to suit a completely different group.

New volumes of *The Gamer's Handbook of the Marvel Universe* are available, featuring updated information on Marvel characters. (Thanks can be found in *Gamer's Handbook*, #4 for those who want to dish out serious damage!) Furthermore, new characters and rules have appeared in many articles in TSR's *Dragon* magazine.

TSR has also produced "accessoryboxes," which contain material excerpted from a larger sourcebook. These sourceboxes contain detailed information on Spider-Man, the X Men, and Dr. Doom that even nonplayer comic fans would want to get their mits on. The boxes, like all of the materials surrounding this game, sport plenty of artwork by Marvel artists often reprinted from the comics themselves.

Another aspect of this game that I really appreciated was that it displayed an excellent understanding of the Marvel Universe on the part of the game designers. Many of the adventure modules are designed to fit into a particular spot in Marvel's comic book continuity. Marvel and TSR are negotiating what further products, if any, to release in the future.

By the way, my brother Jon and I used this game to settle the Iron Man vs. X Men controversy which once raged in the pages of Magic Words. Alas, el Shellhead got his hide waxed; few X Men could faze him, but Wolverine's adamantium claws (presumably the battle took place before Logan's recent skeletal problems...) and Colossus's strength (absorbed by Rogue, since she can reach an airborne Iron Man) were enough to take him out.

But then, there's always War Machine vs. the X-Men...

—Robert T. Bogley

Hulk™ & © Marvel Entertainment Group, Inc.

tinues in *Freex* #12. This June issue also ties into the upcoming *Ultraforce* series. Kurt Busiek's three-part Lady Killer story will begin in *Ultraverse Premiere* #4 which will be attached to *The Strangers* #13, shipping in June.

MARVEL COMICS

If you were wondering about what's gonna happen this year in the Spider Man titles, Gary Guzzo, Marvel's publicity manager, hints: "There's a grand mystery climaxing in *Amazing Spider-Man* #400. We're not killing Peter Parker, but he's gonna wish we had." In June's *Fantastic Four* #391, the Black Panther triggers the creation of Fantastic Force. Also that month, look for *Marvels* #0, which features the eight-page Human Torch origin story that ran in *Marvel Age* #130 as well as sketches and designs by series artist Alex Ross. The foreword is by Kurt Busiek.

Prime's all set for the Freex crossover in Prime #13

Freex™ & © Malibu Comics Entertainment

MILESTONE MEDIA

The insane vigilante Deathwish is getting his own four issue mini series in late '94, courtesy of writer Adam Blanstein and artist J.H. Williams III. Blood Syndicate member Fade will also get his own four issue mini series in late '94. This one will be done by *Blood Syndicate*'s Ivan Velez Jr. and Chris Cross.

NOW COMICS

Married With Children: *Kelly Goes to College* #1 (of 3) ships in June. The Ivy League will never be the same!

REVOLUTIONARY COMICS

In April, Revolutionary is introducing a new line of books. Carnal Comics, which will cover the adult film industry. These adults-only books tell the true life stories of the stars of X-rated films. "These aren't just cheapie crank-em out magazines," says Jay Allen Sanford, Revolutionary's managing editor. "Our goal is to present beautiful and sexy literature, in the vein of *1 001 Arabian Nights*, *The Canterbury Tales*, and the like."

TOPPS COMICS

The five issue *Victory* mini series, which will star all the Kubyverse characters, begins in June. This mini series heralds the long-awaited return of Captain Victory, who will appear in his own series in late '94, courtesy of Steve Englehart and Vince Russell. Another *Victory* spin-off, *The Ninth Men*, starring Captain Glory, Bombast, and Night Glider, written by Dwight Zimmerman and penciled by Keith Giffen. A *Lone Ranger* mini series by Joe R. Lansdale and Tim Truman, the team that produced the *Jonah Hex*: *Two Gun Mojo* mini series for DC's Vertigo imprint, has been tentatively scheduled for late '94.

VALIANT

Dan Jurgens and Jerry Ordway will supply the covers to the bookends *Chaos Effect* Alpha, a free book shipping in June, and *Chaos Effect* Omega, a $2.25 book shipping in July, which bracket Valiant's summer "Chaos Effect" crossover. The Omega book also contains a five-page Timewalker miniseries by Ordway, also inks the interior stories in both bookends, which are both written by Bob Layton and penciled by Bernard Chang. The covers to all 16 "Chaos Effect" crossover books will be inked by Layton. Highlights of the crossover include new powers for Dr. Mirage and Shadowman, as well as the first announced appearance of the mysterious Visitor.

VIZ COMICS

Viz will release issue #1 of a five-issue *Nausicaä of the Valley of Wind Part IV* mini series in June. This series is the penultimate installment in the *Nausicaä* saga.

WARP GRAPHICS

Elfquest: *Hidden Years*, Warp's flagship title, moves to monthly status with issue #11. In that issue, the title will return to more traditional longer stories. A new art team, Brandon McKinney (*New Warriors*) and Craig Taillefer, debuts with #12, and Wendy Pini returns as cover artist with that issue. Warp has announced that *Elfquest*: *New Blood* writer/artist Barry Blair has joined the publisher as its managing editor. In addition to his editorial duties, Blair will continue to write and draw *New Blood*. ★

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150 CARDS FEATURING ARTWORK CREATED FROM ACTUAL SERIES ANIMATION CELLS WITH ADDITIONAL NEW ART AND TEXT

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INDUSTRY

HE'LL TAKE MANHATTAN AND WHATEVER ELSE HE CAN GET!

SATAN'S SIX

HELLSPAWN

#1

UNLEASHED FROM SATAN'S SIX ...THIS DEMON BITES BACK!

A 3-ISSUE LIMITED SERIES BEGINNING IN MAY

STORY BY Len Kaminski & Scott Benson
ART BY John Cleary & Steve Montano
COVER BY Hilary Barta

$2.50 and no @#%*&! plastic bag!

Topps COMICS

I Was A Teenage Mutant!

Borrowing from the original idea behind the X-Men and improving upon the concept of the New Mutants, Marvel launches Generation X, its newest mutant title.

To some, it appears to be a calculated marketing ploy. To others, it is the natural outgrowth of a clearly visible market trend. Whichever opinion you subscribe to, the series was inevitable. This September, Marvel Comics will bring forth the latest in its ever-growing family of X-titles. Like the original *X-Men* series, *Giant-Size X-Men #1*, and *The New Mutants*, *Generation X* reflects the ever-evolving mood of the country.

Is this what Chamber will look like? You'll have to wait until September to see.

The title will be written by Scott Lobdell, scribe of *Uncanny X-Men*; penciled by Chris Bachalo, lately of *Ghost Rider 2099*, and guided by Bob Harras, editor of the X-Men family of titles. The concept was developed by Lobdell, who was inspired by the original X-Men. "One of the most interesting aspects of the X-Men was the school aspect," Lobdell says. "What set them apart from all the other teams was that this was a school for people with powers who eventually would become X-Men, and become superheroes."

During the 30 years since their introduction, the X-Men grew up, changed members, and spun off several related teams. Lobdell, however, longed to return to a school environment.

X-PLOits: Then and Now

Writer Chris Claremont and artist Bob McCloud took the same approach some 11 years ago when they created the New Mutants, a group that was ostensibly the third generation of students to attend Xavier's School for Gifted Youngsters. The New Mutants starred in 100 issues of their own series before evolving into today's pro-active hard-hitting X-Force team.

"I think that if you take [the young mutants] out of that school environment and make them superheroes right away, you have a problem," Lobdell says of the challenges which faced the writers of *New Mutants*. "All of a sudden they have to start sneaking out in the middle of the night, saving the world, and coming back before the headmaster finds they're gone."

Lobdell is asked about the difference between his writing for *Uncanny X-Men* and Fabian Nicieza's work for *X-Men*. "Fabian once described it as [this]: 'His stories revolve more around taking a character and pulling out their guts; mine is more getting the character to come straight on themselves and kind of pulling them together.' I think that is probably as distinct a difference as you can get." Having said that, Lobdell insists that he's more than a little uneasy about comparing himself with other popular X-writers, specifically Chris Claremont and Peter David. Lobdell followed Claremont on *Uncanny X-Men*—which Claremont had written for 17 years—and David on *X-Factor*.

"I had no time to feel trepidation," he says of *Uncanny X-Men #286*, his first X-Men issue. He was given two days to write 22 pages. "I had no time to worry about it. In

By Robert J. Sodaro

Generation X ©1994 Marvel Characters, Inc. All rights reserved. Used with permission.

the first year and a half I was involved with the X-Men, I had no time to freeze up; I had to do the work. At least, that's what the first five or six jobs I did were like."

He worked on *Uncanny* for quite a while before it actually sank in that he was writing the X-Men. "I've always had a tremendous amount of affection for the characters. It was like the beginning of any new relationship," he says. "It's exciting and new and wonderful. It was all sunshine and roses: one really cool job after another."

Lobdell may not have spent a lot of time worrying about the pressure, but that doesn't mean he didn't feel it. "When I was doing [Marvel's] *S.H.I.E.L.D.*, it pretty much didn't matter if a bad story squeezed by, but in a book read by practically everybody in the universe, I didn't feel I had the luxury to do bad stuff." Needless to say, Lobdell rose to the task, and has crafted some of the finest X-Men stories to appear in recent years.

Lobdell has high praise for his X-Men predecessors and colleagues. "I think it's impossible to underestimate the impact Chris Claremont has had on the entire comic book industry. Similarly, I think it is impossible to give enough credit to Bob Harras, [who contributed] to the growth and popularity of the books."

Since getting his X-start, Lobdell has written *Uncanny X-Men*, *X-Factor*, and *Excalibur*. However, he's concerned about diluting his output by overextending himself, and has cut his workload back to *Uncanny*, a few limited series, an occasional outing in *X-Men Unlimited*, and the upcoming *Generation X*.

School days

As readers of the regular X-titles already know, Professor Xavier assumed control of the Massachusetts Academy in *X-Men* #31, after the academy's superintendent, Emma Frost, aka the White Queen, fell comatose while battling the Sentinels. In *Generation X*, Xavier will finally reopen the school, establishing Sean (Banshee) Cassidy as co-headmaster. Assisting the esteemed Mr. Cassidy will be none other than former X-foe Emma Frost herself, whom Lobdell is planning to revive.

"In *Uncanny X-Men* #314, she comes out of her coma, and the first thing she does is check up on her students, who were brutally murdered by Trevor Fitzroy [in *Uncanny* #281 and #282]," Lobdell says. "When she originally took on the Hellions as students, she felt that her way was the best way to teach them how to use their powers. The bottom line is, her way didn't work. Ten teenage kids were killed specifically because she didn't teach them well enough." Since Xavier's students in X-Force survived and hers didn't, Frost makes amends by joining Xavier.

But will Frost really become a good guy? Not quite. "Emma doesn't become a nicer character at all. There will be nothing about

Preliminary sketches of the new team. From left to right: Husk, Skin, Jubilee, and M.

her which will be inconsistent [with the past]," he says. For example, in the crossover leading up to *Generation X*'s debut, the White Queen allows one of the young mutants to be kidnapped during the course of a battle in order to track the offenders to their lair.

Lobdell says that he's enjoying the dichotomy between former Interpol agent Banshee and his co-headmaster, the White Queen. "Basically, [Banshee is] about getting by and about being part of the system, being assimilated into the general public. He used to go to the Grand Ole Opry. On the other hand, you have Emma Frost, who's always been a very shady, manipulative character, wanting to go out and conquer the world with her group of young Hellions," the Massachusetts Academy students who were Frost's counterpart to Xavier's old New Mutants team.

The writer feels that the dynamic between the two headmasters will make for interesting stories. "Her response will be to always

"We're tired of the Cyclops and Jean Grey 'Barbie' and 'Ken'-type mutants... If you were Jean Grey and you were a mutant, you wouldn't have much to worry about; you can function in society. You can get by and be this hot überbabe, and no one would think twice." —Scott Lobdell

teach the kids to go for the throat. His response will be to say, 'That's not necessary.' Although he will train them to do it [her way], he'll also train them in every other alternative first."

Some retailers fear that with the vast array of X-books already out there, *Generation X* will be lost in the shuffle—especially since there's a big alphabetical gulf between titles that begin with "G" and those that start with "X." Most of the top-selling mutant titles begin with the letter letter, including *X-Men* and *X-Factor*. Gary Guzzo, Marvel's publicity manager, says that Marvel is allaying this fear by encouraging retailers to rack all the mutant titles together.

But even if *Generation X* sits next to other X-titles on the shelves, Lobdell says that his book won't be a rehash of its fellow titles—he won't transplant new characters into old stories. "When we decided to get back to the basics with the X-Men and bring in the new class of young mutants, we decided we would separate it completely from the [X-Mansion] and place the school elsewhere." That's why *Generation X* will be set at the former Massachusetts Academy, now known as the Xavier School for Gifted Youngsters. (The former School for Gifted Youngsters, located at the X-Mansion, is now known as the Xavier Institute for Higher Learning.)

"We're going in different directions with this title," Harras warns. "This new group of students aren't poster-child mutants. Some of them are disfigured."

"We're tired of the Cyclops and Jean Grey, Barbie and Ken-type mutants," Lobdell interjects. "You think, 'Oh, they're perfect.' If you were Jean Grey and you were a mutant, you wouldn't have much to worry about; you can function in society. You can get by and be this hot überbabe, and no one would think twice. [*Generation X* is] more about characters who cannot fit in and have no choice."

New Kids On the Block

There are reasons why Professor Xavier invited the *Generation X*ers to join his school. "Being an X-Man is a pretty dangerous line of work, as Doug Ramsey can attest," Lobdell says, referring to the New Mutant who met his untimely demise in *New Mutants* #60.

According to Lobdell, an excellent mutant power might be the ability to crunch numbers in one's head—but one doesn't need to go to Xavier's school to learn how to use that skill. On the other hand, someone like *Generation X*'s Penance, who has rock-hard skin, needs to be trained to cope with her unique ability. "There's an issue where she passes out," Lobdell reveals. "Banshee goes to lift her up and almost slices his hands off. This is a character who needs to learn how to function in society."

By this criteria, mutants with insignificant powers probably won't be attending the school, although Harras wouldn't rule this possibility out entirely.

So who is Generation X? "We have seven brand-new characters," artist Bachalo states. "I created two, Scott created the other five, and I came up with the images for them. They all have new uniforms." While the creators are still working out the details of their characters, they did divulge some of what they've already established.

One character, Husk, has already been introduced in the pages of *X-Force* #32. She is Paige Guthrie, Cannonball's younger sister, who stayed at home when her brother went off to make a future for himself with the New Mutants. Since Sam Guthrie is now a fugitive from the government along with the rest of X-Force, she thinks that he's thrown away his future. She wants to get it right this time and do her family proud. "She's very much obsessed with graduating from the school and becoming an X-Man and doing something her brother couldn't do," Lobdell says.

Husk's powers allow her to "rip" herself in two, thereby revealing a new form underneath. This form will be a different kind of creature or object each time. Paige splits herself up; she has no control over what it might be. She'll retain each configuration for about an hour before returning to her human self.

Synch is a young black male from St. Louis. "We are going to try to do something really radical and introduce a young, black character into comics who isn't angry," Lobdell says. Synch is the most likely candidate for leadership, since he has a very Captain America-like quality about him.

Skin, one of Bachalo's creations, has total control over his skin, much like Medusa, the Inhuman, has total control of her hair. He looks something like a melted candle, although if he concentrates, he can assume his normal

The first generation of X-Men, and the man with the dream.

facial features. "He's a character who probably has about two or three feet of extra skin on his body, which is more than he needs. He can control that skin in any number of ways, the same way normal skin can change pigmentation or become callused and hard," Lobdell says. Unlike Mr. Fantastic, the late leader of the Fantastic Four, he can't stretch his bones, only his skin.

Mondo has the ability to absorb organic matter and to take on the features of whatever he absorbs. Should he absorb a tree, his mass increases, and he becomes harder and tougher. Lobdell says that Mondo is not experienced with inorganic matter yet, although it's something he'll practice with and eventually get better at assimilating.

Lobdell declines to say much about Mr. Other, than that she's much more than she seems to be. Bachalo, Mr.'s creator, describes her as a very traditional superhero. "Mr. is going to be more like a Supergirl kind of character. She's very strong, and that's about it. She's very beautiful." He adds that one of the group's foes is going to be related to Mr.

Next up is Chamber, who has the misfortune of having a biobliast power not unlike Bishop's. Unfortunately, the first time he used it, he blew out the entire center of his chest, disintegrating the flesh from his top jaw to his sternum. All that remains is a cascade of vile energy pouring from the cavity. As one might expect, he's not a particularly happy mutant.

Then there's Penance, whose powers are very bizarre. She can condense her body mass, transforming herself into a black onyx-like substance. According to her written character description, she has the mutant ability to absorb negative energy to the point where her body features become razor-sharp and diamond-hard.

The new characters will be joined by Jubilee. "Jubilee's addition into the group will be different from that other young teenage girl who was thrust into the New Mutants," Lobdell says, alluding to Kitty Pryde's short-lived demotion from the X-Men in *Uncanny* #168. "When Kitty Pryde was whining about being thrown into the 'X-babies,' I think in some way I degraded the rest of the characters in that particular book."

Jubilee decides that the school will help her be the best X-Man she can be. After all, the ability to shoot firecrackers pales in comparison with the powers of someone like Bishop, who can blast down walls, or Storm, who can command the sky with her fingertips. "Jubilee, with all the things that have been happening in recent months," Lobdell explains, "has come to the conclusion that if she is going to be an X-Man, which is something that she would like to be some day, she's really going to have to learn how to do it right."

The OrIGINALs vS. the NeWcomers

Lobdell feels that one of the key differences between the original X-Men team and the newest generation of mutants is the social atmosphere which inspired their. Individual powers and characteristics. "If you look at the 60s and at the 90s, the '60s were all about hanging out, being yourself, and doing what you wanted. If you wanted your own set of wings, that would be cool and that would be hip. Now we're living in a society where, for lack of a better word, we're the walking wounded. How many peoples' parents are still together? Half the people I went to school with, which wasn't that long ago, are either single parents, were never married in the first place, divorced, or on their second marriages."

That's why, Bachalo says, *Generation X*'s characters are not as "pretty" as the first generation of X-Men. "A couple of them are very monstrous," he observes. "Scott's taken more of a grisly look at them."

But why did Lobdell take this approach? "You start out with Superman, the godfather of all superheroes, with the ability to do pretty much anything," he explains. "If you create this big family tree, the farther you get, the more you have to come up with powers that are different and unusual... Until somebody comes by and reinvents that wheel."

Which is what Lobdell and Bachalo feel that they're on the verge of doing. "We're going to try to take a little bit different, and maybe a more progressive, look at the characters," Bachalo says, "instead of having a group book, Scott wants to focus more on the individual characters."

Lobdell notes that since these are new characters, it's easier for him to talk about who they aren't rather than who they are. "If you ask me how Storm would react if Magneto killed Forge in front of her, I could say, 'Well, this is what's going to happen, that's what's going to happen,' but these are brand-new characters, and it's going to be a brand-new milieu for X-Men stories. Until we get there, I don't think that either Chris or I can make any predictions."

He flatly says that the team won't be fighting the Sentinels, the Hellfire Club, or any of the standard X-Men villains. *Generation X* is about a school where mutants learn how to utilize their powers fully and interact with humans, not where they train to fight supervillains.

By that same token, Lobdell says that while some of the X-Men will probably show up in the book from time to time, it won't be a regular event. "I can tell you that Wolverine isn't going to show up anytime soon," the writer quips. He feels that the group should stand on its own merits, not on the strength of guest appearances.

The X-TeeN TeaM

Bachalo, *Generation X*'s penciler, has had a significant amount of input into the series. "Scott and I have been talking a lot," he says. "I can't say I'm directly involved with the plotting, what he's been doing is calling me up and bouncing a few ideas off me to see what I think. As far as coming up with story-

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lines. I haven't been directly involved with that. I just might add an idea here and there."

Bachalo, who penciled the *Death: The High Cost of Living* mini-series and *Children's Crusade* bookend issues for DC Comics, recently completed a four-year stint on DC's *Shade, The Changing Man*. He has also penciled Marvel's *X-Men Unlimited* #1, *Ghost Rider Annual* #1, and *Ghost Rider 2099*, which he gave up with issue #3 to concentrate on *Generation X*. "I wanted to put all my efforts into *Generation X*," he says. Lobdell and Marvel approached the artist in April 1993, right after he finished *X-Men Unlimited* #1. "They've been waiting around for me to finish up with my other commitments to get started on this."

When asked what it felt like to be thrust into the limelight of an X-book and become an "overnight" sensation, Bachalo replies modestly, "It's very flattering. I haven't actually thought about it much because I'm very much removed from that limelight and that life... I think I sit here in my studio by myself. I don't feel that, for the most part. I rely on friends and people I work with. A couple of my friends said to me, 'Oh wow, you're getting real hot now.' I replied, 'Oh really?' I have no idea."

Harras, who's seen a number of X-artists rise to fame and cash in on their popularity elsewhere, is very philosophical about the way that working on an X-title affects a creator's reputation. "I'm very happy with the people currently working on the titles. I think I have a commitment from them, because I believe that you form a contract of sorts with the readers," he says. That's why Harras demands only the very best from his crew, and that's why he's more interested in nonviolent, character-driven stories than in endless parades of slam-bang action which lack plot development.

To this end, Harras says that over the coming year, the X-titles will resolve a number of ongoing plots, including Cyclops's "unusual" family tree, the Shi'ar Empire's occupation of the Kree galaxy, and some of the X-Men's staple "future history" stories.

When asked how many more X-titles the comic market could bear, Harras says that as long as people keep buying them, Marvel will keep publishing them. "I don't think there is too many out there yet," he says. "We're very comfortable with the number we have. A few regular series and a bunch of limited series is just fine ... If we had monthly Gambit, Bishop, Rogue series, et cetera, that would be too many books."

Lobdell asserts that it would be foolish for the X-family *not* to grow. "It's like saying to Madonna, 'Don't you think you've put out enough albums? OK, so they sell millions and millions each time, don't you think that maybe you should just stop recording songs?' Or telling Stephen King, 'You know, Steve, the last five books on the best sellers list were okay, but now you're kind of pushing it.' It just seems like an odd question..."

He argues that each X-book is worthwhile because each one contains different and interesting characters. For example, the dynamics between *Excalibur*'s Captain Britain, Meggan, and Phoenix are vastly different from those of *X-Men*'s Beast, Cyclops, and Psylocke, Lobdell says. As he discusses the large X-family, he refers to X-Force as "Robin Hoods" and X-Factor as government-sanctioned mutants. "I think we will know the second there are too many X-books out there," Lobdell concludes.

Which leaves us with the future, and *Generation X*'s part in it. "I see the X-Men as the light at the end of the tunnel," Lobdell says. "They are the goodness in a dark world, because they have that moral center about them. The *Generation X* mutants, on the other hand, are starting out at the other end of the tunnel. They don't see the light yet. But they are going to make their way towards it, for better or for worse." ☆

Robert J. Sodaro is a freelance writer based in Connecticut.

The new school and its headmasters: Banshee and Emma Frost.

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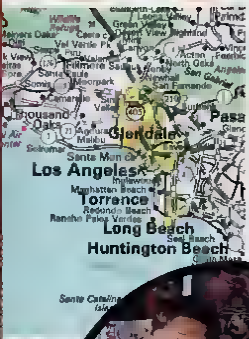

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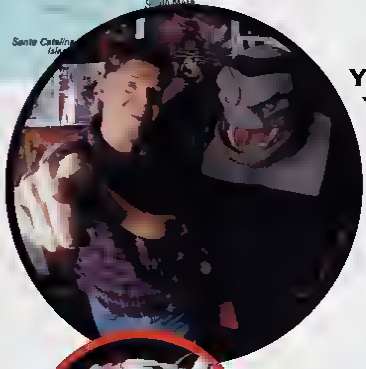

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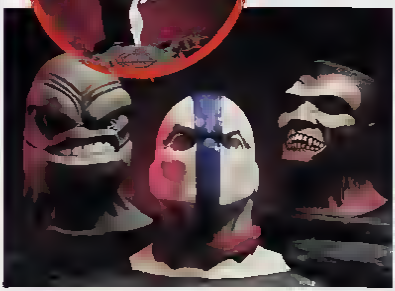

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For a list of winners, available after July 22, 1994, send a stamped, self-addressed envelope to Party to the Extreme Winners, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064, or just watch future issues of Wizard!

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With the Green Lantern Corps destroyed at the hands of Hal Jordan, what does the future hold for DC's last Emerald Gladiator?

In Darkest Night...

By Patrick Daniel O'Neill

"It's a new guy, a new costume. Hopefully, what will make this guy different from all other Green Lanterns is that there are no other Green Lanterns now," explains Green Lantern writer Ron Marz, who helped develop DC Comics's newest Emerald Gladiator. "He's the only one—he's unique.

"I think [that] was a big part of why we did what we did—to make the character unique again. I think one of the things that hamstrung Green Lantern in the past was that there were virtually unlimited duplicates of him with virtually the same power, they just happened to look like walking sponges or whatever. We wanted to get back down to one guy—one ring—and play this as something quite powerful and unique."

Although Marz acknowledges that the concept of 3,600 Green Lanterns is fascinating, he thinks it became a problem in recent years. "I think the Green Lantern Corps was almost a Pandora's Box, once [the creators] opened it and showed you all the other Green Lanterns and had them in the book on a fairly regular basis, the readers expected to see them."

But how is the new ring wielder, Kyle Rayner, different from the Hal Jordan GL we've been reading about for the past 35 years?

"Kyle Rayner is much younger, from a different generation than Hal. His perspective is quite a bit different," Marz answers. "We're dealing with someone who is young, energetic, and completely inexperienced. I think that will be one of the more intriguing aspects of the book: this guy, to a large extent, doesn't know what he's doing, [or] what the ring is capable of. Those are things he has to learn, little by little.

"Maybe this version of Green Lantern will be more accessible to the readers, because there is not the vast amount of continuity-laden material behind him—the Guardians, the rest of the Corps—and all that stuff. We'll be able to really concentrate on Green Lantern—the book is called *Green Lantern*, not *Green Lantern and A Bunch of Other Guys Who Have the Same Costume and A Bunch of Little Blue Guys*."

Artist Darryl Banks, who signed on with *Green Lantern* #50, had a hand in deciding what kind of person Kyle Rayner would be. "We wanted to come up with an occupation for Kyle—and amongst them was commercial artist," he says. "I voted for that one—giving lots of reasons why I thought it would be different—and [saying] that I could provide some input on things he would do in his life—and with the ring that were different from what we'd seen before."

Banks is a longtime *Green Lantern* reader who has wanted to draw the character since before he turned pro. After stints at Innovation and Millennium, he was hired by DC to draw *LEGION*—still hoping for a shot at the Emerald Gladiator. "I wanted to do *Green Lantern*. I wondered, How many years do I have to be with DC before I get a shot at *Lantern*? I didn't know that one of the assistant editors for *LEGION* was also the assistant for *Green Lantern*. They were looking at my work the entire time. I was constantly expressing interest—and they were waiting for an opening—but I didn't know that."

But he was certainly prepared. "Kyle almost got a hand-me-down costume," Banks explains. "For years now, before I worked for DC, I've been coming up with Green Lantern costumes—because I've always wanted to draw the character. They were actually Green Lantern Corps costumes. I had come up with Going in, I thought Hal was just going to get a new look."

Green Lantern editor Kevin Dooley has been reading about the stalwart hero for even longer than Banks—and that reading has helped him draw some conclusions. "I've been reading Green Lantern since 1959, in *Showcase* #22, and upon reading [the character's older issues] again, I noticed there was no learning process. Hal got the ring in that first story—and later in the same issue, he was able to use the ring as if he'd had it for eons.

"That was a part of the era, of course. You want the excitement right away, without the learning process," Dooley notes.

GREEN LANTERN AND ALL ARTWORK ™ & © DC COMICS

A little blue guy hands Kyle Rayner a hokey green ring...and suddenly things change dramatically.

"With this Green Lantern, you'll see the learning process. Kyle is alone, and has to figure out how to use the ring—[and] its parameters, its limitations, if any—by himself. There're no Guardians to guide him ... even to give him the rules to follow. There are no rules—just Kyle's own sense of right and wrong."

Dooley is quite clear on the differences between Hal and Kyle. "Hal started as a responsible guy, who knew right and wrong, there were no gray areas. He knew how to face fear," he points out. "Kyle's a freelance artist. One thing he has that Hal didn't is a vivid imagination. I always thought a person with [less] willpower but a stronger imagination could come up with more ideas faster."

"I've challenged Ron: he can't use the same thing twice. He wanted to use a sledgehammer a second time, and I told him no. We talked about it a while, and came up with three to five things that were much cooler than a sledgehammer. Kyle will be a Green Lantern from whom you'll get the unexpected."

But couldn't all this have been done with Hal Jordan? No, Dooley argues. "Even if we had made Hal Jordan the only Green Lantern, to get the kind of character we have with Kyle, we would have had to change Hal more than we changed him for 'Emerald Twilight.' Hal would have had to become a completely different person."

Many longtime *Green Lantern* fans feared that the book would turn "dark" with the advent of the new ring wielder. Dooley assures these fans that that fear is unfounded. "Kyle will not be 'grim 'n' gritty.' Starting with #51, *Green Lantern* is such an optimistic book. Kyle is full of positivism and being a hero and doing stuff. He likes to help people. He's not a grim 'n' gritty guy."

Of course, no character exists in a vacuum: each one has a world, a group of characters and concepts that grows around him. Kyle Rayner will have such a world, but longtime readers of *Green Lantern* won't find any familiar faces in it. "You won't be seeing any of the supporting characters from the Hal era," Marz says. "Carol Ferris is gone and forgotten, as far as I'm concerned. The rest of the Green Lantern Corps is gone, the vast majority of the Guardians are gone. We're starting over from square one with this guy. I'd like to use John Stewart for a little bit, just to get his reaction to everything."

"It makes sense that Hal's old buddies would be interested in who this new Green Lantern is, but I'd rather look forward. To me, that's detail stuff from the past," Marz admits. "I think there's a lot of interest in that from the traditionalists, but, in the overall readership, I don't know how many people are even familiar with Hal's supporting cast. It's a fine line you have to tread: making sure you don't step on anything from the past, and also making sure you don't obsess on that stuff so much that you turn off new readers."

For the moment, Kyle's closest ties are to his girlfriend, Alex, who will exit the book as of #54. "She's really his anchor right now," Marz notes. "Kyle doesn't have that many friends; he's something of a loner, and when Alex is removed from his life, he's thrown into the deep end of the pool without a life preserver."

Marz is aware that jettisoning the sole major supporting character so quickly could be a problem, but he says that he's prepared for the shift. "By the time she's gone, the reader will have learned to care about Alex, because she plays a substantial role in the stories through #54," he says. "The great concern on my part was to play up their relationship as realistically as possible. These people are very comfortable with each other."

"I want to show that, in a lot of respects, Kyle really needs her. She's the one who kicks him in the butt when he's doing something stupid, who whips him into shape and gets him to be more responsible now that he has this great burden to bear. Because of that responsibility, she is taken away from him—directly because Kyle has the ring, and people who want the ring want to go through her to get it."

Although his initial adventures take place on the West Coast, Kyle will soon be making his home in the Big Apple. "Once Alex is gone and Kyle is confronted with the reality that he's walking around with this ultrapowerful weapon on his finger, he knows that it isn't all fun and games, it's deadly business," Marz states. "He'll go from there to *Zero Hour*, which will take him out into space for the first time, and then he'll relocate to New York, where we'll establish him. Kyle will have reached a certain level of maturity, and then will build a supporting cast. About that time, he'll be involved with the Titans as well."

But isn't DC rushing the new Green Lantern by thrusting him into this summer's important continuity-facing *Zero Hour* mini-

Kyle, an optimistic new hero (left), quickly put the ring and his artistic skills together to develop a new look for the Green Lantern costume (below).

"We'll be able to really concentrate on Green Lantern: the book is called *Green Lantern*, not *Green Lantern and A Bunch of Other Guys Who Have the Same Costume and A Bunch of Little Blue Guys.*"

series? "Getting him into *Zero Hour* wasn't my decision. I haven't actually been told all that much, because they're being very close-lipped about it," Marz muses. "Kevin and I are the only people who are inside this guy's head, and know how he'll react in different situations. Now we have to turn him over to other writers for *Zero Hour*, and that gives me some concern. I think Kevin will stay on top of it."

But Kyle Rayner won't be totally divorced from the rest of the DC Universe. The last *GL* issue before *Zero Hour*, #55, will feature a visit from Alan Scott, the original Green Lantern. "Alan will shed a lot of light on where the ring came from, who the Guardians are, and all the information Kyle is unaware of," Marz reports. Then comes *Green Lantern* #0 in the same month when every other DC title goes with #0. "I've been told that #0 will be a stand-alone story [which] deals with Kyle meeting Hal on Oa. At that point, we'll reveal the true fate of the Guardians," Marz says.

Not only is the man holding the ring different now, but so is the ring itself. There have been two major changes in the ring's limitations: it no longer has the "necessary impunity" that made it ineffective against the color yellow, and it no longer needs to be recharged once every 24 hours. That doesn't mean its power is limitless, however.

"When we decided to make these changes, we thought one of the most arbitrary facets of the concept was the 24-hour charge on the ring," Marz explains. "That seemed

like a hackneyed way to deal with it. Now the ring has a finite charge. You can expend it all in one huge blast—blow a planet out of space—or you can do little, tiny things with it, and it'll go for weeks at a time.

"Kyle is completely unaware of this. In his experience so far, the ring just keeps going and going, like the Energizer Bunny. He'll get into a situation with Major Force, an old Captain Atom villain, where he's just kicking the living hell out of him, when, all of a sudden, the ring just gives out. That's it; no more. Obviously, it's quite a shock to Kyle."

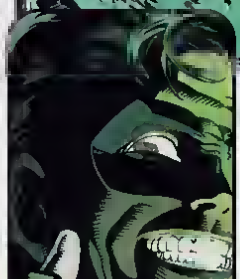
Obviously, a power ring without power is not much good. Kyle Rayner needs a power battery. "He will have a battery by #55. It'll be a little more involved than somebody just coming up and handing him a battery. We start hinting at it in #52. He'll have a battery, and a method of recharging his ring," Marz acknowledges.

Kyle will definitely use his ring differently from Hal. "One of the things that was discussed when I first came on the book was, 'Here's the most powerful weapon in the universe, and we got guys making giant boxing gloves with it,'" Marz laughs. "Virtually anybody could come up with something better than that. This thing was handed to you, and it's dependent on your willpower. I think you could do better than a boxing glove or giant fist. We want to make the ring's power more visual. We want to take the cartoony nature out of it, to be a little more concrete with what he comes up with for the ring.

"I would like to establish some ground rules for what you can and can't do with the ring, but we haven't nailed it down yet," Marz continues. "The ring is sort of like Dr. Strange's powers: what can he do, what can't he do? Strange is one of those characters it's hard to get a handle on, because in any situation, he can do anything he wants. The ring, to some extent, is like that. Right now, we're dealing with it by saying the ring is completely bound by the willpower and imagination of the bearer. It's the bearer's responsibility to maintain concentration on what he's doing. The more you do it, the easier it gets."

The fan reaction to the "Emerald Twilight" storyline that wrote out Hal Jordan as a Green Lantern is, to say the least, mixed. After all, the story depicted a long-time standby of the DC Universe murdering his comrades and mentors. Sales are up, but many older readers are outraged.

"I think it was to be expected that the



After defeating the Corps one member at a time, and taking each member's ring to increase his power (above), Hal Jordan murdered his friend and mentor, Kilowog (top).

"I don't view Hal as a maniac or crazed killing machine; I view Hal as a broken man whose situation was finally too much to bear," explains Marz.

old-time fans would be pissed off by Emerald Twilight ' I'd be a fool to think there wouldn't be people hacked off about it " Marz says "My concern isn't so much losing a core readership we could build on but that we lost people who really cherish this book and don't want to have any part of the new version That bothers me "

Marz says that he was given a rough blueprint of the plot and he did the best he could to follow it and remain true to Hal s character "I was given a task—this is what we're doing in *Green Lantern* #48 through #50 and this is where we're going to end up—by the powers that be at DC and I did what I thought was right with it I don t want to hurt anybody s feelings or step on anybody's toes about it

"The outline I was given for Emerald Twilight was a few pages there was no concrete detail" he continues "It was, #48 deals with Coast City and the Guardians coming down on Hal and putting the screws to him #49 is Hal on his way to Oa and dealing with the Green Lanterns placed in his way Truthfully #50 was the most wide open the one [featuring] more of me than either of the others "

So was turning Hal into a villain always in the plan? "I don t know if the word villain ever even came up " Marz replies "Less-than-benevolent force was closer to the direction we wanted to go in We wanted a clean slate and we thought that kind of character turnaround would lead a path to that and generate a lot of interest Nobody at any point came down and said, 'You have to turn Hal into a raving lunatic' and I hope that s not what we did

"I tried to portray Hal—particularly in #50—as a man caught in an impossible situation, who knows that he is falling down

a well and he can't get out. I don't view Hal as a maniac or crazed killing machine. I view Hal as a broken man whose situation, the burden he's carried all these years—service and obedience to the Guardians—was finally too much to bear. It was his personal life over duty and honor... and he wasn't allowed to make the choice."

Likewise, Dooley knows that DC took a risk by so radically altering a classic character. "There are never guarantees in this business. Sales on *Green Lantern* were below 40,000 at one point," he reports. "Something had to be done. Mike Carlin, Denny O'Neil, Archie Goodwin, Paul Levitz, and I all sat around. Superman had his chance, Batman had his chance... what are we going to do with Green Lantern to create some excitement?

"[Former GL writer] Gerard Jones and I talked for hours and days for ideas. We came up with something [involving the Zamarons]... we proposed it, and they said, 'This will not create excitement. Who cares if the Zamarons come back? Even fewer people than are currently reading *Green Lantern*... that's who.' Put Hal into a new costume.' 'Who cares? It had to be an intriguing story... an extension of the character and his situation now.'"

Marz knows that it can be hard for people who have spent their lives reading about a character to accept radical change in that character. "I hope the people who were so attached to Hal will [continue to] read the book for five or six months, and give us a shot at impressing them enough that they'll want to stick around," he says. "And that's not a sales concern... that's from the point of view that I would like to keep entertaining the people who have always enjoyed this book."

Although major storylines such as "Emerald Twilight" tend to boost sales, the numbers generally fall back to where they were before the event. Often they sink below previous levels. But Dooley is confident that that won't happen with *Green Lantern*. Why?

"I don't think we're going to see a collapse in sales after 'Emerald Twilight,' because the event isn't over," he says. "The event for Hal is over; now we have the event for Kyle—with a new Green Lantern, and new things to be done. Almost every issue Kyle will learn about the ring the same way I found out about the ring when I first read *Green Lantern* 35 years ago. The excitement will continue. It won't be event after event, but a continuing stream of new revelations.

"Part of our job is to keep the innovations coming. Hal is gone, there's a whole new set of rules [and so] readers come with us to learn the rules." Dooley sums up: "If you ever liked *Green Lantern* before, you will like this *Green Lantern*. All the elements are there, but they've been made fresh." ☆

PoWer trip

Although it's supposedly the last "Emerald Twilight" is not the first time that Hal Jordan has lost his power ring, voluntarily or otherwise. Actually, in the 34-plus years Hal has been a Green Lantern, he's lost his jade jewelry more often than he'd care to remember.

Hal first lost his power in *Green Lantern* (second series) #3, in which the Weaponeers of Qward found a way to steal his power battery. GL emerged victorious from the encounter, his ring intact.

In #11, the Guardians of the Universe briefly confiscated Hal's ring in a fake trial. Ironically, the backup story had babe Bill Boggett finding the ring after Hal had removed it for a test, and unsuccessfully pitting his will against Hal's.

Hal fell prey to the criminal machinations of one "Barks" Owsley in #33 when the small time crook managed to temporarily de-ring Hal. Then, in #40, Hal battled the Golden Age Green Lantern Alan Scott, for possession of the ring. The ring was surrendered to the palm in #46, but not before Hal mentally commanded it to free him shortly thereafter. Hal was thus able to prove

himself innocent of the crimes for which the Triple Play Gang had framed him.

In #56, the Guardians disbanded the Green Lantern Corps for the first time, believing it unequal to the task of protecting the galaxy. Alan Scott lost his magical power ring in #61. In #68, Hal quit the Corps for the first time.

In #76, the Guardians decided to strip Hal of the ring because they believed he had misused it.

Hal was "replaced" by Guy Gardner for the first time in #116. Guy grappled with Hal over being Earth's primary Green Lantern for many issues, until his wish nearly came true in #150.

TURN IN YOUR POWER RING AND UNIFORM, HAL JORDAN! ALAN SCOTT IS REPLACING YOU AS *GREEN LANTERN OF EARTH!*

In #172, the Guardians reversed themselves again, ruling that the Corps and its remaining members were insufficient to the task of protecting an entire galaxy. In a soon-to-become-iconic speech, Hal again renounced the Guardians, that the Corps was needed.

That conviction lasted until #181, when Hal resigned from the Corps, disgusted by the Guardians' manipulative ways. Enter John Stewart, who became the Green Lantern of Sector 2814, Earth's sector, in #182. In #194, the Guardians selected Guy Gardner to succeed Stewart, and an issue later Guy battled Hal for the title of Green Lantern of Earth, and won. The Guardians ordered Hal to recruit a new Green Lantern Corps. In #199, Hal returned to active duty as a full-fledged GL.

In #200, the Guardians left this universe along with their rasmar mates, the Zamarons, after which the entire Corps disbanded. A year later, the Guardians returned, and the Corps was rebuilt with Hal recruiting new members.

The Guardians quit again, and finally disbanded the Corps in #224. That paved the way for a third *Green Lantern* series, beginning anew in 1990 with a #1 issue in which Hal, Guy, and John formed the Corps's core. In #48–#50, Hal Jordan abandoned his ring "once and for all" to absorb all the power in the central battery on Oa, then he disappeared from the known galaxy.

Which brings us to Kyle Rayner, the *newest* new Green Lantern.

—Gary St. Lawrence

A NEW CREATURE WILL BE BORN INTO THE IMAGE UNIVERSE

HELLSHOCK

CREATED BY JAE LEE.
A FOUR ISSUE DESCENT INTO ABYSMAL BEGINNING IN JULY OF 1994.

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the Drawing board

The showcase of comic book fan art.

All people whose submissions appear this month win copies of *Batman* #500 (Collector's Edition) and *X-O Manowar* #0 signed by Joe Quesada and *New Warriors* #50 signed by Derick Robertson! The three runners-up win all that cool stuff plus a *Prophet* #5 signed by Stephen Platt and an *Armorines* #1 signed by Jim Calafiore! The artist of the best entry this month wins all that cool stuff plus a *Moon Knight* #55 signed by Stephen Platt, an *X-Men* #30 signed by Andy Kubert, and a *Rune* #1 signed by Barry Windsor-Smith! Congratulations to all!

Special thanks to Dynamic Forces for their generous donation of autographed comic books. You guys are swell!

1st Place!

THE MAXX & POOF
By Thomas Johnson
Gillette, WY

THE JOKER & ROBIN
By Jason Badower
Toorak, Victoria, Australia

The Joker & Robin ™ & © DC Comics

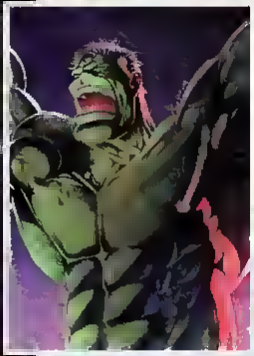
RUNNER-UP

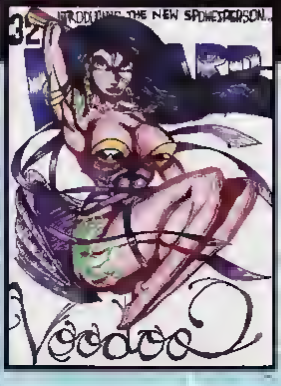
SPAWN vs. THE VIOLATOR
By ELF
Charlotte, NC

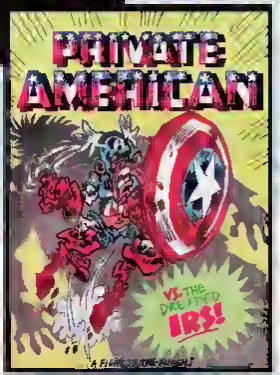
THE HULK
By R. Anthony Garcia
Lenexa, KS

PRIVATE AMERICAN
By Raymond H. Meenan
Pittsburgh, PA

VOODOO
By Marcus Varner
Azusa, CA





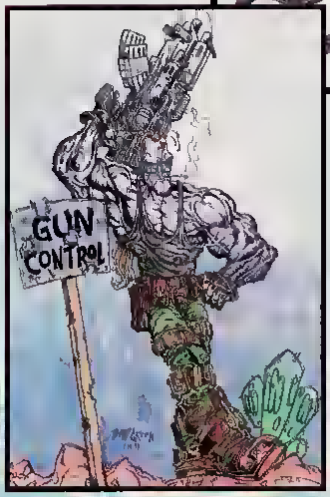


RUNNER-UP

ANGELA
By Jeff Welborn
Shreveport, LA

TRENCHER
By Brad Green
Gahanna, OH

KORILLA
By R. Lee Stalter
Atglen, PA



RUNNER-UP

SUPERHERO NIGHT AT THE SIZZLER
By James H. Gibson
Somerset, KY

ROGUE
By Mike Gipson
Phoenix, AZ

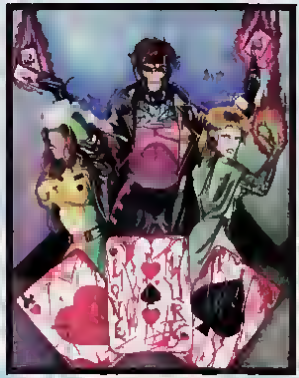
SPIDER-MAN
By Patrick O'Connell
Reseda, CA

Superman ™ & © DC Comics. Thor ™ & © Marvel Entertainment Group

SUPERMAN vs. THOR
By Georgo Athanasiou
Missauga, Ontario, Canada

DAREDEVIL
By Brian Coleman
Hampton, VA

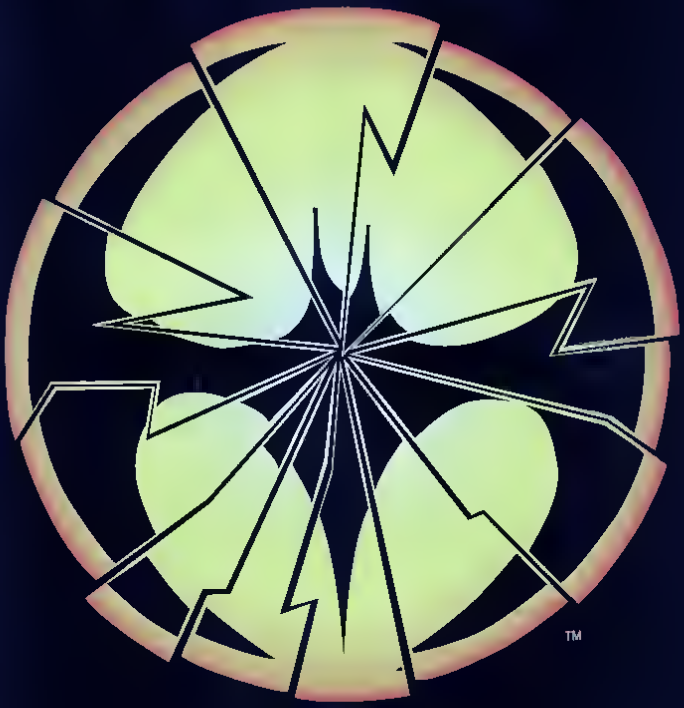
GAMBIT'S GIRLS
By Daryle D. Charley
Albuquerque, NM



Entries for The Drawing Board should be sent to
The Drawing Board
c/o Wizard Press
151 Wells Avenue
Congers, NY 10920-2064

Submissions can be on any form of unlined paper or posteboard, and can be in any medium (ink, crayon, line art, bloody finger, etc.). Never inks will not print. Artwork must not be larger than 8" x 11 1/4". Do not fold, bend or roll artwork. Mail flat to avoid damage. Please enclose your name and full address. All entries are nonreturnable and become property of Wizard Press. Employees of Wizard Press are the sole judges of the contests, and all decisions are final. Good luck!

THE END



IS NEAR...

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Get your mind into the gutter...

PHOTO: UPI/BETTMAN

CONTEST

...with the First Annual *Wizard* Bowling Odyssey!

Bowling. The king of sports, the sport of kings. With this exciting contest, *Wizard* will let you test your mettle in a grueling take-no-prisoners bowling tournament. You'll be competing against Joe Quesada, Jimmy Palmiotti, Nelson, and a fourth mystery combatant from the Wizard Press staff. Here's the complete scoop on the entire prize package:

The showdown takes place at the Lucky Strike Lanes in Emerson, New Jersey.

PHOTOS: LUCKY STRIKE LANES BY HA, CHARGE; JIMMY AND NELSON BY A. ORTIZ; NELSON AND QUESADA BY J. SHUTLER

Grand Prize (Two winners)

Two fans, chosen at random, will be flown, along with one best friend each, to New Jersey to bowl with Joe Quesada, Jimmy Palmiotti, Nelson, and a mystery bowler. You'll spend the day in Paramus, New Jersey, with "the guys." That means you get to go to breakfast, play at the arcade, participate in the bowling tournament, have lunch at Pizza Hut, catch a flick, and grab some dinner! You'll then spend the night in a hotel, catch some Zs, and head back home the next day.

The fan with the highest score for the day will receive an autographed bowling ball signed by Joe Quesada, Jimmy Palmiotti, Nelson, and everyone involved in the *Wizard* Bowling Odyssey!

Hey, you better practice—Nelson is so good he can bowl with a chair on his chin!!

PHOTO: AL DIVITIA

Rules: SO HOW DO YOU ENTER? IT'S SIMPLE, REALLY. FIRST OF ALL, YOU AND YOUR FRIEND BOTH HAVE TO BE 18 YEARS OF AGE OR OLDER TO ENTER. YOU FILL OUT THE OFFICIAL *WIZARD* BOWLING ODYSSEY ENTRY FORM BELOW, ASK ONE OF YER BUDDIES TO WRITE HIS OR HER INFO ON THE FORM AS WELL, STAPLE PHOTOCOPIES OF DOCUMENTS PROVING YOUR AGE AND THE AGE OF YOUR FRIEND TO THE ENTRY FORM, AND MAIL OFF THE WHOLE KIT AND KABOODLE TO:

***Wizard* Bowling Odyssey**
c/o Wizard Press
151 Wells Ave.
Congers, NY
10920-2064

WIZARD WILL RANDOMLY CHOOSE TWO WINNERS FROM ALL THE VALID ENTRIES RECEIVED BY JUNE 1, 1994. THEN *WIZARD* WILL CALL THE WINNERS, SCHEDULE A TIME WHICH IS CONVENIENT FOR ALL, AND SET UP THE *WIZARD* BOWLING ODYSSEY. THEN THE FOUR WINNERS (THE TWO WINNERS AND THEIR FRIENDS) WILL BE FLOWN FROM ANY LOCATION IN THE CONTINENTAL UNITED STATES TO NEW JERSEY, HANG OUT WITH THE GUYS, SPEND THE NIGHT IN JERSEY, AND HEAD BACK HOME TO TELL THE TALE OF YER EXPLOITS TO THE FRIENDS YA DIDN'T BRING ALONG. (IF THEY'RE STILL TALKIN' TO YOU.)

Hey, get a move on—you've only got 'til June 1, 1994!

The Fine Print

No purchase necessary. Contest is open to anyone except employees of Wizard Press, their immediate families, and Jack Walker. Print your name, address, city, state, zip code, and telephone number with area code on the Official Wizard Bowling Odyssey Entry Form or a three-by-five-inch index card; have a friend fill out the same information...and staple photocopies of a birth certificate, driver's license or other document proving your age and the age of your friend to the form. To be eligible to win, all contestants and their friends must be 18 years old or over and must provide proof of age. Enter as many times as you like. Mail each entry to Wizard Bowling Odyssey, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064. No mechanical reproductions will be accepted, except for duplicates of proofs of age. All entries become the property of Wizard Press, and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes are offered. The prizes will be awarded in the names of the contest winners and are not transferable. Only one prize per household. Offer void where prohibited, regulated, or restricted by law, in a manner inconsistent with the purpose and rules hereof. **All entries must be received at contest headquarters by June 1, 1994.** Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. The prize winners will be selected in a random drawing from all properly completed entry forms received at contest headquarters. The random drawing will be conducted on July 11, 1994, by Wizard Press.

For a list of winners, available after July 22, 1994, send a stamped self-addressed envelope to: Wizard Bowling Odyssey Winners, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064, or just watch future issues of Wizard!

CONTEST Bowling

ENTRIES DUE BY JUNE 1, 1994!

I am:

NAME (PLEASE PRINT CLEARLY) _____ AGE _____

HOME ADDRESS _____

CITY _____ STATE _____ ZIP _____

PHONE (DON'T FORGET YOUR AREA CODE) _____

My friend is:

NAME (PLEASE PRINT CLEARLY) _____ AGE _____

HOME ADDRESS _____

CITY _____ STATE _____ ZIP _____

PHONE (DON'T FORGET YOUR AREA CODE) _____

Once again, the magicians here at *Wizard* have conjured up more wildly popular baby pictures of today's top creators. Now you can get a gander at some of comicdom's coolest creators back in the days when all they could do was gum a teething ring and make a load in their diapers. Try to match tot to pro!

1.

2.

3.

4.

BIG

1. **Mark Bagley**
2. **John Byrne**
3. **Sean Chen**
4. **Jim Lee**
5. **Nelson**
6. **Joe Quesada**
7. **Bart Sears**
8. **Marc Silvestri**

5.

6.

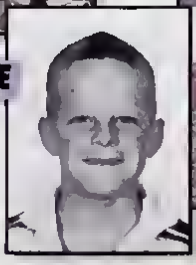
7.

8.

BABIES 3

By Rob Samsel

Another look at the industry's top creators in their innocent years.

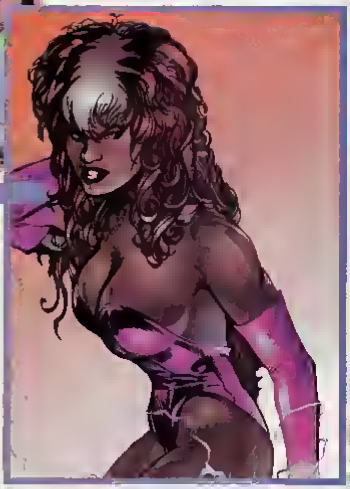


Answers: 1 E, 2 B, 3 G, 4 A, 5 C, 6 F, 7 H, 8 D

HUNK & BABE of the month

Hunk — TONY STARK

"Tony Stark/makes you feel/He's a cool exec/with a heart of steel—" Anybody remember those awful old Marvel cartoons? The short ones that featured the adventures of Namor, Hulk, Thor, Cap, and Iron Man? Putrid stuff. You can bet 10 bucks that Tony here never showed up wearing *this* kind of outfit in that toon, though. Geez, he should think about improving his image by waxing his back or something (and maybe using some Nair for his feet. What is this guy, a Hobbit?). Covered in fur or not, Tony here still has more bucks than Nancy Kerrigan has endorsement deals, and when certain females catch wind of a padded bank account, they'll grab a guy and get all they can outta him (and all that hair on his back makes it *real* easy to grab this guy!).



Babe — RAPTURE

How does that costume stay up? It's impossible. It's like that story of the kid who kept all the water behind the dike by plugging the leak with his finger. There's no way that bustier can hold back her, ummm... er, you know, her thingies. Anyway, gravity-defying or not, Rapture here (who looks like she got some hairstyling tips from Rogue) is one primo hot comic babe. With that in mind, and the knowledge that her outfits are smaller than a Smurf's PJs, how did she end up as part of a team called Freak Force? I mean, really, where's the fame and distinction in that? "Hi, I'm a charter member of Freak Force. Wanna dance?" Geez, being an ex-Champion or ex-New Defenders member is cooler than that. (All things considered, though, the scenery is a lot nicer in Freak Force.)

WARRIORS OF PLASM

THEN:

THE INVASION BEGINS

AND NOW:

MARS ATTACKS

#1

$2.95

THEY'RE BACK!

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KEITH GIFFEN & CHARLES ADLARD

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FULL SIZE! COMPUTER COLOR BY DIGITAL CHAMELEON!

PLUS: A BIND-IN POSTER – PHOTO CHECKLIST OF ALL 55 ORIGINAL MARS ATTACKS CARDS!

BRUTES & BABES

DRAWING POWERFUL COMICS WITH
BART SEARS

Hyah! Welcome once again to Brutes & Babes. This month we're going to go back to our roots—back to the heart of any well-drawn comic book. This month we're going to talk about

BASIC DRAWING

SECTION I:

Well, here we are. This is probably where we should have started all those many moons ago. Basic drawing, it's definitely the heart of the matter.

When you think about basic drawing, what goes through your head? I know that when I think about basic drawing, I think of simple shapes, forms in space, perspective—all those lovely things you use in every single drawing you do. So that's where we're going to start today.

The first thing we're going to look at are basic shapes: a square, a circle, and a triangle. Everybody out there is capable of drawing these things, but just to make sure, why don't you sit down and do a few? These three basic shapes, or combinations or derivatives of these shapes, are what everything you draw is constructed from—these are the building blocks from which everything else springs. Look at them, learn them, and know them.

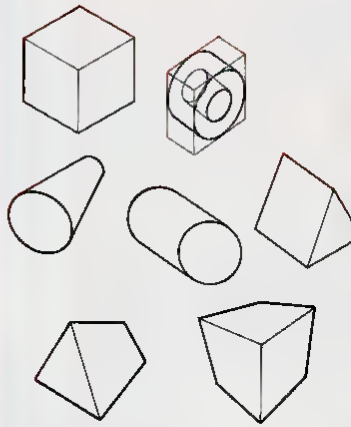
BASIC SHAPES

SECTION 2:

Look at the shapes on the right. See how they seem to take [illegible] actual space—how they look like they exist in more than a two-di[illegible]sional plane? Even though they're drawings, they look like you [illegible] reach right in and pick one up. They have solid mass. This is done [illegible] throwing these shapes into perspective. Perspective, according to my friend Webster, is "the art or science of drawing or otherwise representing objects or scenes on a plane so that they appear to have the r natural dimensions and spatial relations, the appearance of an object [illegible] regard to dimensions and spatial position."

Some of the objects are shown in isometric perspective. "Isometric" meaning "equal in measure." Isometric perspective also means that all the lines going in the same direction to the same "vanishing point" are parallel. Isometric perspective is generally used for mechanical or technical drawings in which it's important that forms are not warped by distance and that all the measures are true. The "normal" perspective, as you can see, does warp forms, objects seem to become smaller as they recede into the distance.

Perspective is necessary in comics. It adds life and realism to [illegible] thing you draw. Study these shapes. See why one's isometric, see why one's normal perspective. Play with them. Hack, pick 'em up. If you want

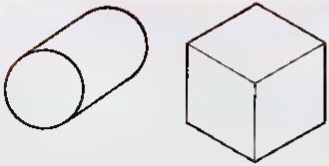


PERSPECTIVE

SECTION 3: ISOMETRICS

Below are two shapes drawn in isometric perspective. They don't recede into the distance, all the measures are the same. All of the construction lines going to the same vanishing points are parallel. The objects have shape and form, but no true pizzazz. Understanding isometric perspective is very important, because it helps you realize that shapes are solid—that the cylinder is an actual solid form in space, that it doesn't taper like a cone, and that both of its ends are equal in size.

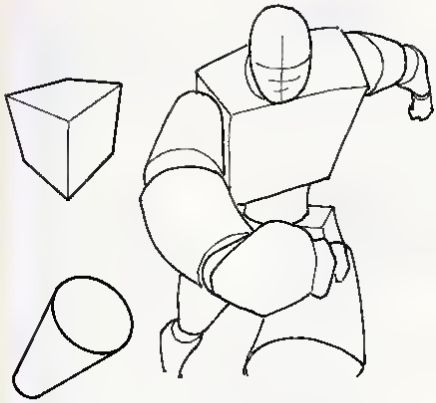
The principles of drawing this way are really no different from the principles of normal perspective, except that the vanishing points of these objects are so far away in the distance that the lines appear parallel. Look at the figure drawn in isometric perspective on the right. There are no receding forms on his entire upper torso or arms. The hands are the same size, even though they are four or five feet apart. The figure is well constructed, but somewhat boring. Isometrics, by their very nature, are plain and boring. They show form, and they show relationships between forms, but they don't add any drama or excitement. They're usually kind of blah.



SECTION 4: PERSPECTIVE

Note the two shapes on the right. They're in a much more interesting perspective. Note how instead of being parallel, the lines that go to the same perspective points start to come together, making the object appear to recede into the distance. These shapes are drawn no better or worse than the isometric shapes in the previous panel. They're just a little more interestingly drawn, and, though not necessarily real or believable, certainly much more dramatic.

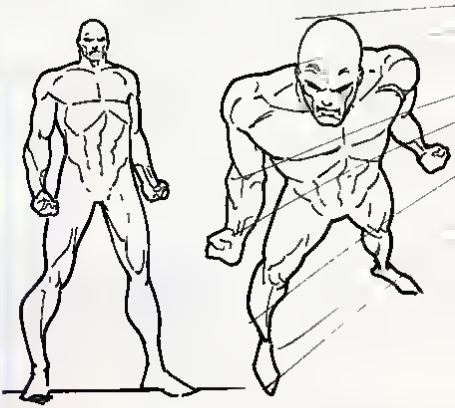
Note the figure on the side. It's in the exact same pose as the figure on the previous page, but I've applied the principles of perspective—actually, I should say "normal" perspective—to it. Look how much more dramatic and powerful this figure is, simply because I've placed him in this perspective. The hand in the foreground is about the same size as his head, if not larger, and the hand receding into the distance is teeny tiny, about the size of his nose. It adds a lot more power, a lot more drama, and a lot more excitement to your drawing. This is the importance of perspective. You must have a clear, competent understanding of it, and you must learn how to do it.



I HOPE YOU NOW SEE HOW IMPORTANT PERSPECTIVE IS IN DRAWING COMICS, ESPECIALLY FIGURES.

No Perspective...

Perspective...



SECTION 5:

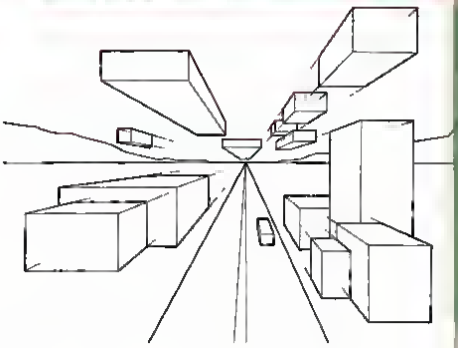
Make sure that you don't just swooch by perspective in your haste to draw figures. Yeah, yeah, I know you won't, but it's important to be reminded of these things so you don't forget.

Notice the two figures to the right. The first figure was drawn with no perspective, which is fine. It's a nice isometric view, and you can clearly see all the details on the figure. It's certainly perfect for character design or figure study, and it certainly has its application in comics. But look at the figure thrown into perspective, see how much more dynamic and dramatic it is. It's the same pose, same everything, only now we're looking at him from a different perspective. It's like looking at the same person from a different camera angle. It takes on a whole different meaning, a whole different drama and excitement. Don't forget, perspective will add mood to your drawing as well. We'll delve into that more in the coming months.

FORMS IN SPACE

SECTION 6

Look at the drawing of the cubes in one-point perspective below. (Ahh, one-point perspective. "What's that?" you say. Yes, we've gone over it before, rather briefly, but stay tuned to the B&B channel. You'll see why.) Just take a look at them. Look, look, look...



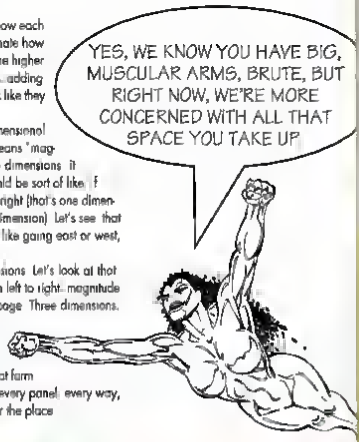
SECTION 7:

Now that you've studied the drawing above, we can talk about it. Note how each form has a particular mass and size, obviously, we can see the shape. But note how each form relates to the others, how some are farther away, some closer, some higher off the ground. Knowledge of perspective helps you draw these kinds of things, adding forms, adding little people, shapes, anything you want, and making them look like they exist in a particular three-dimensional environment.

Three-dimensional environment... hmmm. How does that relate to a two-dimensional environment? Well, "dimension" (it's a noun, I see, according to Webster) means "magnitude in length, breadth, thickness, at time." OK, so if something has two dimensions, it would have magnitude in, say, length in two different directions. So that would be sort of like, if you were looking at a piece of paper, length across the page, or from left to right (that's one dimension), and up and down the page, or from top to bottom (there's the second dimension). Let's see, that would give you a flat surface, and if you went across the page, it would be like going east or west, and if you went up or down the page, it would be like going north or south.

We can assume that three-dimensional would mean having three dimensions. Let's look at that. Something three-dimensional would have magnitude across the page, or from left to right, magnitude up and down, or from top to bottom, and also magnitude in and out of the page. Three dimensions, form in space. Anything drawn with perspective has three dimensions. The little Brute drawing in the top corner has three dimensions, because its form is drawn using rules of drawing and perspective which allow you to think that it has a three-dimensional shape—it creates form, and it takes up space with that form.

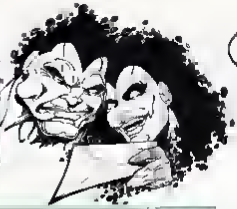
Form and space, they're very, very important. They're used in comics in every panel, every way, every day. Take a look and you'll see. You'll start seeing perspective all over the place.



CLOSING:

Well, that's it for this portion of Brutes & Babes. In future Brutes & Babes, we're going to try to get out as much information as I can in as short a period of time as possible without jumping around from one thing to another, which I've done in the past. In the next few months, we're going to be taking a good look at form and space, and form and space deals a lot with perspective.

Dear Brute & Babe



SECTION 1:

Brendan Robeson from Owings Md wants to know what stages are involved in creating a comic book and what must be done in each stage

The first stage is writing either a plot or a full script A plot will contain descriptive detail as to what is go ng on where it's going on and how it happens A full script is a fully written comic story deta l ng each panel each action in each panel where everybody is in each panel, and also exactly what they say in each panel

The second stage in creating a comic book is penciling the artwork The th rd stage is writing the script if you're working from a plot m, f you already have the full script making any necessary adjustments The fourth stage s let tering the dialogue

The fifth stage is inking the artwork This is necessary because pencil lines don t print well Therefore each line must be redrawn In black india ink to make it visible to the camera and to make it print cleanly and clearly The sixth stage is coloring the artwork There are several different ways to do this The last stage m creating a comic print ng it

If you re talking strictly about drawing a comic book, then the steps go like this. The first step is to do small "roughs," generally called thumbnails, which are undetailed draw ngs meant to help you get a feel for the design of the characters, where they are and how they relate to everything else in the panel or on the page Basically, roughs help you figure out forms in space

After you ve done a thumbnail you like (it's usually best to do several thumbnails and choose the one you like the most), take some full-size paper and rough in all the forms in space of whatever you're drawing Once you have everyth ng lo d out use your basic forms to build and construct everyth ng on the page: f gures cars build ngs, pipes guns, or whatever Use the s mple basic shapes that you know and love to give everything form and structure

The next step is to add whatever details you need to g ve the drawing life and realism The final stage is lightly eras ng the page and pencilling everything with a hard firm line

SECTION 2:

C. Seamus Conway from Big Rapids M ch writes that's he s interested in more plots Try this one

SUPERMAN PLOT

Page One

PANEL ONE: ECU (extreme close-up) of Superman s eyes ongered his ha r a little wild fall ng in his face

PANEL TWO: Long shot of Superman and Darkseid in a weird, space-type setting with little spheres ds and sw ls float ng around Superman s upset chomping at the bit He and Darkseid are hov ng words Darkseid is floating legs spread arms folded across his chest, looking invincible

PANEL THREE: Medium shot of Superman fist clenched, shouting He s about ready to snap

PANEL FOUR: CU (close-up) of Darkse d smirking obviously daring Superman to try something, with an I'm-tougher-than-anything kind of look on his face.

PANEL FIVE: Superman moves toward Darkse d qu ck as lightning lay ng into him with a fierce punch that knocks Darkseid for a loop

Page Two:

PANEL ONE. Darkseid recoils, crumpl ng as Superman stands menacingly above him

PANEL TWO: MCU (medium close-up) of Darkseid looking up at Superman P O d

PANEL THREE: Big panel Superman and Darkseid grapple one of Darkseid s hands locked on Superman s fists one of Superman s hands locked on Darkseid's fist They struggle lash ing back and forth at one another ne ther getting an edge.

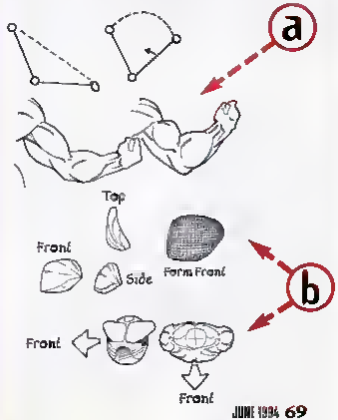
SECTION 3:

Trevor Reese of Georgia says that he s having some problems with muscle movement

Look at drawing A. The simple joint drawing w th the dotted line represents a stretched muscle and a condensed flexing muscle Notice how on the joint d agram the dotted muscle line swells as the two po nts move closer together Note the b ceps of the arm—see how they re stretched when the arm is relatively straight and when the hand moves closer to the shoulder how the b ceps ball and bulge? Most arm muscles move like this except for the triceps (the muscles on the back of the arm beneath the biceps)

Now look at drawing B You have to view all muscles as shapes Once you view them as shapes you can put them in perspective Look at the shapes I've drawn the front side and top views of one chest muscle See how the mass has form in all three views? Also note the rough line drawing of the chest mass, which shows how its form fills space

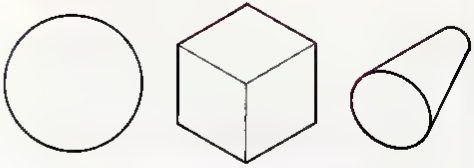
You have to bu ld each muscle from simple basic forms, and add the basic forms of the muscles or the bubble muscles if you will, on to the top of these simple forms But it's important that you learn all views of a muscle and then you have to learn how to bend and twist that muscle



Little BRUTES & BABES

INTRODUCTION:

Last time we took a look at basic shapes. This time we're going to look at these basic shapes, which you see to the right, and how they help make figures. We're going to start out with really simple figures, as you can probably see. I hope you've all been practicing, and that you understand blocks and cubes and cylinders, because we're going to be using lots of them. So pick up your pencil, get out that scribble pad...and let's get to it.



SECTION 2:

For the simple cartoon figure, we're just going to use some simple balls: one for the head, a big one for the body, a couple for the feet and arms, and—well, you'll see. It's pretty simple. Do your best and draw something similar, as close as you can get. Just keep your shapes nice and smooth and clean.

SECTION 3:

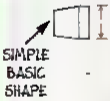
In this step, we're using some more simple shapes for the eyes and mouth. Simply cut the big ball in half to get the pants line. Using some simple shapes, add the details you need to give the figure a little more life. For example, use little cylinders for fingers. Keep it clean, keep it simple, keep it silly. See how all this stuff ties together?

SECTION 4:

Here's the finished little cartoony guy, constructed solely with simple basic shapes: it's real quick, real clean, and real easy. The important thing to do when you're constructing a figure, even one as simple as this, is to keep proportions clear in your mind. Watch the distance between the eyes, remember to make sure the fingers are the same size, the arms are the same length, the legs and feet are the same size and length, et cetera. These are the important things to concentrate on in this stage of drawing.

SECTION 5:

Let's look at simple shapes and how they can make up a more realistic heroic figure. Draw a rectangular box, much like the one to the right. Measure the side—on this drawing, the distance is marked in red—using a ruler or a piece of paper. Draw an imaginary line starting from the top corner of the box that is exactly the same length as the height of the box. Now draw another imaginary line starting from the bottom corner of the box that is four times the height of the box.



SECTION 6:

Study the figure at the right and look at the measures. Each cylinder for each section of the arm is as long as the height of the rectangular box in the previous drawing (the red measure). Note how the top of the head meets the top measure, and how the bottom of the neck (that is, the bottom of the cylinder) meets the top of the box, which serves as the basis for the figure's chest. See how the bottom of the smaller rectangular box (that's the hips) touches the distance mark? Notice how the legs were made by stacking one cylinder atop the other, with each cylinder being one-half the distance from the bottom of the hips to the floor. Look at this drawing and study it. It's a simple measuring system.

SECTION 7:

Next we just draw some simple basic shapes over the chunky box form to "roundize" and "humanize" the figure, to make it less mechanical. It's still not quite a finished comic figure, but it's starting to take shape that way. Look at it, study it, and if you have any questions, we'll see what we can do with them.

SECTION 8:

Next in Little Brutes & Babes, we'll delve deeper into these simple shapes and how they relate to figures. Good luck, keep those pencils sharp, and keep drawing!

HARRIS COMICS

HOT FROM HARRIS IN JULY!

VENGEANCE OF
VAMPIRELLA
#4

THE UNDEAD
ARE ON THE RUN! CAN
VAMPIRELLA
STOP THEM?

Tom Sniegoski
Steve Crespo
Joe Weems/Jason Minor
$2.95 US $3.95 CANADA

HARSH REALM
#6

THE FINAL SHOWDOWN

HUDNALL
PAQUETTE
RIDGWAY

Painted Cover
by Rob Orteleza

COMING SOON!
CAIN
BUSTS BACK!
SPECIAL
TRADE PAPERBACK
TELLS THE WHOLE STORY!

CONTEST

Sabretooth

EVER SINCE OUR GOOD FRIEND WOLVERINE WAS DE-ADAMANTIUMIZED, HE JUST HASN'T BEEN THE SAME BERSERKER FRUITCAKE THAT WE FANS HAVE COME TO TREASURE SO. HECK, HE EVEN QUIT THE X-MEN! BUT KNOWING FULL WELL THAT WOLVIE WAS THE MOST POPULAR X-MAN, PROFESSOR XAVIER ACTED QUICKLY. (HEY, HE DIDN'T WANNA LOSE ANY READERS.) HE REPLACED WOLVERINE WITH AN EVEN BIGGER PSYCHOPATH:

SABRETOOTH.

TO HELP CELEBRATE THIS EVENT, *WIZARD* WANTS YOU TO HAVE THE OPPORTUNITY TO WIN EVERY SINGLE STINKIN' SABRETOOTH COMIC BOOK APPEARANCE (AND WE MEAN *EVERY*!).

Win 'em all! Including his super-cool first appearance in *Iron Fist* #14 and his super-lame appearance in *Power Pack* #27!

TIX

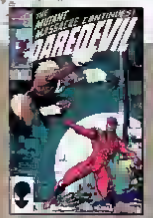
Grand Prize (One winner...and that's it)

One lucky fanboy or fangirl will win an copy of every regularly released Sabretooth appearance, from his debut in the pages of *Iron Fist* #14 through this May's Marvel comic books! Want a rundown of those issues? All right, here's what you win:

***Amazing Spider-Man* #322, #324; *Battletide* #2-#4; *Classic X-Men* #10; *Daredevil* #238; *Darkhold* #3, #4; *Designer Genes: Spider-Man/Sabretooth/Punisher*; *Iron Fist* #14; *Marvel Comics Presents* #98, #133-#136; *Marvel Super-Heroes* (vol. 3) #10; *New Mutants* #90, #91; *Peter Parker, The Spectacular Spider-Man* #116, #119; *Power Man and Iron Fist* #66, #78, #84; *Power Pack* #27 (*Power Pack*? What the hell was his deing in *Power Pack*?); *Sabretooth* #1-#4; *Sabretooth Classics* #1-#3; *Thor* #374; *Uncanny X-Men* #212, #213, #219, #221, #222, #243, #310, #311; *Wolverine* #10, #41, #42, #44, #46, #48, #49, #60-#63; *X-Factor* #10, #51-#53; *X-Men* (vol. 2) #6, #7, #28-#30; *X-Men Adventures* #3; and *X-Men Unlimited* #3.**

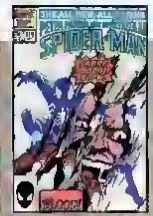
Rules: SO... HOW DO YOU ENTER THIS KICK-BUTT CONTEST? WELL, IT TAKES A LITTLE COUNTING SKILL ON YOUR PART. WHAT YOU GOTTA DO IS FIND OUT HOW MANY PEOPLE (THAT'S HUMAN BEINGS—NO WEIRD DEMONS, MONSTERS, OR ALIENS) SABRETOOTH KILLED IN THE FIVE COMICS DISPLAYED BELOW AND ADD UP THOSE FIVE KILL TOTALS TO COME UP WITH A FINAL GRAND TOTAL, WHICH IS THE BODY COUNT CODE.

THE FIVE BOOKS YOU HAVE TO SNOOP AROUND IN ARE:



DAREDEVIL #238

DARKHOLD #4



SPEC. SPIDEY #119

WOLVERINE #10

X-FACTOR #51

AND HEY, ALL WE WANT IS THE GRAND TOTAL OF KILLS. IF SABRETOOTH KILLS SOMEBODY IN ONE OF THE ABOVE ISSUES BUT THAT PERSON CAME BACK TO LIFE IN THE SAME OR LATER ISSUE OR ANY SERIES, WE DON'T CARE. IT STILL COUNTS AS A KILL!!!

The Fine Print

No purchase necessary. Contest is open to anyone except employees of Wizard Press and their immediate families, and the guy who cleans up after Sabretooth goes number two. Print your name, address, city, state, zip code, telephone number with area code, and the Body Count Code on the entry form, a three-by-five-inch index card, or a standard postcard. Enter as many times as you like. Mail each entry to Sabretooth Sweepstakes c/o Wizard Press, 151 Wells Ave., Congers, NY 10920. No mechanical reproductions will be accepted. All entries become the property of Wizard Press and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winner. No cash equivalent or substitute prizes are offered. The prizes will be awarded in the name of the contest winner and are not transferable. No special offer books are included in this offer. If the Marvel character Sabretooth has appeared or will appear in any Marvel-releasable, or specially released book, that (those) book(s) will not be considered part of the contest prize. If any regularly released books sold after May 1994 containing Sabretooth appearances which were not included in the list of prizes above are discovered within six months of the winner's receipt of the prizes, that (those) book(s) will be made available to the contest winner. After the six month period has expired, Wizard Press will not contribute any further prizes to the contest winner. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purpose and rules herein. **All entries must be received at contest headquarters by June 10, 1994.** Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. The prize winner will be selected in a random drawing from all properly completed entry forms received at contest headquarters. The random drawing will be conducted on June 13, 1994, by Wizard Press.

For the name of the winner, available after June 30, 1994, send a stamped, self-addressed envelope to Sabretooth Sweepstakes Winner, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064, or just watch future issues of Wizard!

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CONTEST Sabretooth

ENTRIES DUE BY JUNE 10, 1994!

YOU'RE JUST ABOUT DONE. WRITE DOWN YOUR MORBID LITTLE BODY COUNT, FILL OUT THIS LITTLE ENTRY FORM, SLICE IT OUT, AND MAIL IT TO:

Sabretooth Sweepstakes
c/o Wizard Press
151 Wells Ave.
Congers, NY 10920-2064

NAME (PLEASE PRINT CLEARLY) _____ AGE _____

HOME ADDRESS _____

CITY _____ STATE _____ ZIP _____

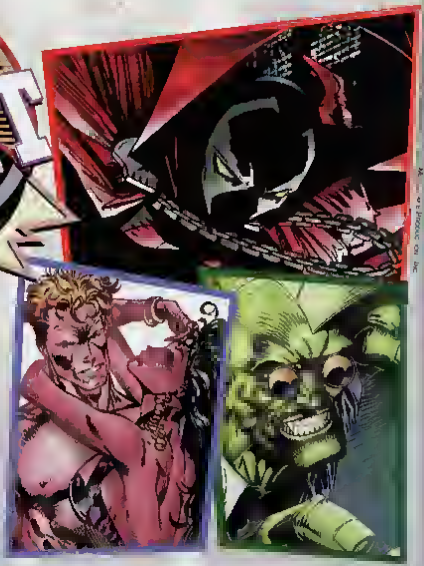
PHONE (DON'T FORGET YOUR AREA CODE) _____

Body Count Code: _____

CUT & PRINT

The comic insider's guide to Hollywood.

BY DAVE GALVAN



Eenie, meeny, miney, moe. Which of these characters will get a show? WildC.A.T.s: yes. Spawn: we don't know. Savage Dragon: maybe not, maybe so.

SPAWN: THE ANIMATED SERIES?

There are rumors circulating that Todd McFarlane and HBO are collaborating on an animated drama series based on McFarlane's *Spawn*. The series would debut on the cable network this fall. McFarlane declined to comment on the rumor, and sources at HBO denied any knowledge of such a production. You can bet that we'll let you know if anything develops.

On a more definite note, Jim Lee's WildC.A.T.s will star in their own animated series come fall, courtesy of CBS. The animation for the series will be handled by Nelvana, which also produces *Cadillacs & Dinosaurs* for CBS. Lee doesn't know what day or time the show will air, but industry sources speculate that the C.A.T.s will air on Saturday mornings, going head to head with Fox's megapopular X-Men cartoon.

It appears that CBS is no longer considering Erik Larsen's *Savage Dragon* for a Saturday morning animated series. Industry insiders believe that the network wanted a team-oriented series to combat Fox's X-Men cartoon, not one with a solo hero like the Dragon, as stated above. CBS evidently opted for *WildC.A.T.s*. However, Dragon fans shouldn't fret: the cartoon may still be optioned as a possible midseason replacement.

There's been a big to-do over the *Youngblood* cartoon, according to a source at creator Rob Liefeld's Extreme Studios. Originally, CBS optioned the series, which will be produced by the newly formed Roustabout Productions in cooperation with Extreme Studios. The source says there was a big falling out between executives at CBS and Liefeld, because network executives wanted to change too many things on the show to keep it in line with their Saturday morning standards. For example, the network wanted guns to be called "blasters," and to reduce the size of the weapons. The network also objected to certain costumes, specifically Riptide's, whose outfit reveals her thighs.

Liefeld withdrew *Youngblood* from consideration at CBS, dismaying executives. Liefeld is currently considering whether to attract another network, release the show in syndication, or, as rumor has it, release the show on video. Extreme should make an announcement within the month, since it wants the series to air in the fall.

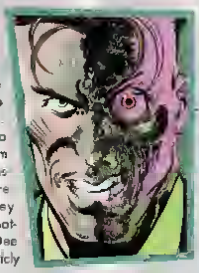
FILM

Robin Williams Cast as Riddler

Robin Williams has officially signed on to play the Riddler in *Batman III*, ending months of rumors and speculation over whether the part would go to him, John Malkovich, or Tom Hanks. In an even more interesting turn of events, Warner Bros. is

Spawn & Various ™ & © Wanderer Productions USA, Acme Entertainment Inc. Savage Dragon ™ & © Erik Larsen.

evidently trying to get Tommy Lee Jones who won an Oscar for his role in *The Fugitive*, to play Two-Face. There's been no reaction yet from Billy Dee Williams who played a pre Two Face Harvey Dent in the first Batman film. Billy Dee Williams has publicly stated that the only reason he took the role was because Dent would have given him the opportunity to play a villain something he's always wanted to do.



"If Tommy Lee Jones plays me, rest assured he won't be bald."

In any case, Robin the Boy Wonder will be appearing in this feature the studio insisted upon that so it could add the character to the film's merchandising line. Three major "new" characters might pose a difficulty for the film's screenwriter, after all one of the problems with *Batman Returns* was that its focus was split between too many characters. Joel Schumacher will direct *Batman III*, with Tim Burton executive producing. The film will probably be shot on location in New York City.

According to America On-line a nationwide computer bulletin board the *Street Fighter II* video game will be made into a big budget movie starring Jean-Claude Van Damme as the hero. Producer Ed Pressman (*The Crow*) has hired Steven De Souza to script and direct this $8 million feature. Filming begins in June, and Universal will probably distribute the picture.

The seventh *Star Trek* film officially titled *Star Trek: Generations* began filming on March 24. *Generations* will focus on Captain Jean Luc Picard (Patrick Stewart) who must rescue Captain James T. Kirk (William Shatner) from what sources cited in *Entertainment Weekly* call a "terribly destructive phenomenon that travels through space where past, present and future converge." Advance word has Kirk dying in the film's climax, but inside sources are skeptical that Paramount will kill off *Trek*'s most beloved character. It's not known which classic *Trek* actors will join Shatner, but *Next Generation* actors Marina Sirtis (who plays Deanna Troi), Jonathan Frakes (Will Riker) and Whoopi Goldberg (Guinan) have already signed aboard. The magazine said that Rick Berman, the film's producer, is confident that the entire *Next Generation* cast will appear in the film.

New Line Cinema has released more footage from *The Mask*, and it looks incredible. Jim Carrey (*Ace Ventura, Pet Detective*) stars as a down-and-luck bank teller who stumbles upon an ancient mask that can let him do just about anything. Carrey was a perfect choice for the role because he truly resembles a human cartoon. His goofy facial expressions are highlighted by Industrial Light and Magic animation, which makes Carrey look exactly like the Dark Horse comic book character upon which this film is based. *The Mask*, opening July 29, will definitely be a highly anticipated film.

If you're wondering how *The Crow* was completed after its star, Brandon Lee, was killed during filming, muse no more. The filmmakers, after assembling the finished footage, made several script changes. Without eliminating crucial elements of the story, the filmmakers further developed the characters of Sarah, the girl who befriends Lee's character, and Albrecht, the cop who's trying to solve a series of strange murders.

Expect a new *Nightmare on Elm Street* film in theaters this October. Wes Craven wrote and directed this reunion with his creation, Freddy Krueger. Sources at Universal Studios are being coy about the film's plot, and will only say that it will be "wickedly" different from its predecessors. Rumor has it that the story will deal with Freddy hunting the real-life Craven and Freddy portrayer Robert Englund, both of whom gave him "life."

Malibu Comics is bursting with pride over its big screen debut in the movie *The Chase*, which stars Charlie Sheen as a man being pursued by police. Sheen barely avoids slamming his car into the rear end of a bus. The back of that bus bore one of Malibu's ads, and it exposed well over half a million viewers to the Ultraverse in the

Looks like the Mask just took a gander at Voodoo over on page 74. *The Mask*, with Jim Carrey in the lead, opens July 29.

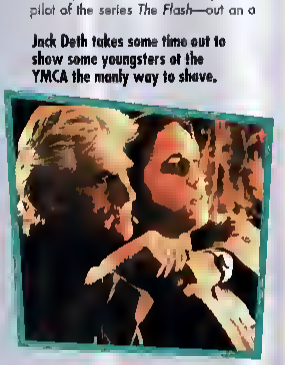
The Mask © New Line Cinema Corp.

movie's first weekend

If you haven't caught Peter David's screenwriting debut *Trancers 4*, don't bother. While Peter is one of the best writers in comic books today, and is certainly the best writer Marvel has, I have mixed feelings about his screenwriting.

I haven't been a big fan of the *Trancers* films. David puts Jack Deth, the main character—portrayed by Tim Thomerson, best known to comic book fans as the actor who played Barry Allen's police officer brother Jay, in the pilot of the series *The Flash*—out on a

Jack Deth takes some time out to show some youngsters at the YMCA the manly way to shave.



limb. To wit: Deth is transported to another dimension where trancers, which are a cross between zombies and vampires, perpetrate a reign in terror. In order to survive, these soulless monsters must suck the life-force from their prey. Deth is forced to help save the land from these horrors.

The film is rated R—for good reasons. There's almost as many four-letter words in this film as in *The Punisher*. In fact, there was so much profanity in this film that I was uncomfortable watching it at times. For a second, I thought I was seeing an episode of *Russell Simmons's Def Trancers Jam*.

Other things which don't play well with me are low production values. I know Full Moon Pictures spent a lot of money—a lot of money for a Full Moon film—on the look of this picture, but the film doesn't show it. The production was shot mostly in Romania, to give it a foreign look, however, the only thing which looks foreign is the castle. The wooded areas look a heck of a lot like the woods where I played as a child.

The acting is subpar, although there are a few exceptions. And the ending is nothing but a segue to *Trancers 5*, also

Trancers 4 ™ & © 1994 Full Moon Entertainment

BOOK REVIEW

Jim Henson: The Works, The Art, The Magic, The Imagination

By Christopher Finch
Random House
$40 (U.S.)/$52 (Canadian)

I cringed at the idea of paying $40 for a book. For that much money, it should come with the original Kermit puppet, I thought.

Would I pay that much again? Heck, yes!

The casual browser can infer the extreme care and attention to detail that was put into this incredible coffee table book just by flipping through it. When you actually sit down to read it, you'll have no doubts that an incredible amount of research went into *Jim Henson*. The first chapter contains a little book within the book—an ashcan, if you will—which tells of Henson's childhood.

"...It's Jack Deth! YEAAHHHHHHHHH!!!" Kermit the Frog is speechless after seeing ruthless new *Trancers* flick.

In truth, I passed over most of the early chapters; I was thirsting for the sections about the Muppets. Those sections are lavishly illustrated with color photos. I remember watching *The Muppet Show* as a kid, and today I marvel at the incredible stars who appeared on the show. Liberace, Lena Horne, Edgar Bergen, Sylvester Stallone, Harry Belafonte, Paul Simon, Rudolph Nureyev, Carol Burnett, James Coburn, and Roger Moore all hosted episodes of *The Muppet Show* at some point in its five seasons.

The book goes to great lengths to make sure that the reader understands everything that was Jim Henson's vision, but none of it would have become a reality if it weren't for all the backstage people. The puppetmakers, the operators, the set designers, and so many more people all worked as a team to realize the show.

The book covers all of the Muppet films, and delves into one of my favorite TV shows, *The Storyteller*. It also briefly (and I do mean briefly) discusses the show *Dinosaurs*, which debuted on ABC in April 1991.

I have only two complaints about the book. First, there's barely any mention of Henson Productions's creation of the costumes and all of the visual effects for the three *Teenage Mutant Ninja Turtles* films. The book also glosses over the failed merger of Jim Henson Productions with Disney.

However, these complaints are mere quibbles considering how much I enjoyed this incredible book, which took me three days to read from beginning to end. It should not be missing from anyone's library. ★

scripted by David and shot at the same time as this film

I certainly hope David came away with a lot of new lessons from this project, I'm one of his fans and enjoy his work There are some rumors in tinseltown about a feature film based on *Sacks & Violens*, the mini-series Peter is doing with George Pérez over at Epic If this comes about, you know he'd have a hand in the script

Troncers 4 is not for the whole family If you go though, watch for Peter's walk-on cameo as a subject who gets stabbed

Spider-Man ™ & © Marvel Entertainment Group

"I can spin a web, any size, catch a th...hey, how the hell can I stick to a chain-link fence?"

No word yet if ABC's *The Cryptkeeper* will return for a second season. (Ever notice how much he looks like Russ Perot and Frank Perdue?)

Tales from the Crypt ™ & © 1994 Tales From The Crypt Productions

to death

Speaking of cameos, it has recently come to my attention that there are a lot of comic book creators appearing in TV and the movies I know that this isn't a new thing, but some cameos surprised me

Bob Kane's wife, Elizabeth Kane had a very small cameo in *Batman Returns* in a brief crowd shot She was supposed to have had a cameo in the original *Batman* but the British Equity wouldn't grant her a permit to work in England, where the film was shot That is common practice the union has set laws which keep foreign movie companies from flying over and filming movies exclusively with actors from somewhere else If a scene calls for an extra then that extra has to be British There are similar laws here in America Since *Batman Returns* was shot in Hollywood, Kane was able to have her cameo

Tom Orzechowski, who's won several awards for his lettering for *Spawn* and *Uncanny X-Men* literally had a hand in *Brenda Starr* a movie that was soooo bad it lasted six days in a theater in Alabama In the opening credits when we're still in the "real" world, we see a hand lettering in the word "Meanwhile" on a panel That, my friends is Tom Orzechowski's film debut! Tom is pals with Tim Boxell, who works for the company which filmed the opening credits (this is a job that's so small that directors usually contract it to someone else) The company, (COLOSSAL)PICTURES needed a letterer for the scene, so Boxell asked Orzechowski to do it

Another interesting cameo was that of Dave Stevens, creator of *The Rocketeer* In the film *The Rocketeer* One scene in the film features footage of a Nazi agent testing a German version of the rocket pack in front of several high-ranking leaders, Hitler among them The prototype explodes upon liftoff The test pilot Stevens himself!

TELEVISION

A Trio of Shows

Not much has been released about the new animated Spider-Man series other than some promotional pictures the show's name (*The Spectacular Spider-Man*) its network (Fox) and its scheduled debut (in the fall) However, one can make some educated guesses about the characters which will star in the show by looking at the new Spider-Man line of figures being released by Toy Biz later this year The line includes such characters as Venom Carnage Dr Octopus Hobgoblin Kingpin, Lizard Vulture, Kraven the Hunter, and the Spider-Slayer

The Tick which was supposed to debut this May with six episodes on the Fox Saturday morning lineup has been delayed Fox's Saturday morning programs recently won the February sweeps and the network sees no reason to drop a show to accommodate an unknown property The episodes will probably air either in July or this fall

I have a complete episode guide for *Tales from the Cryptkeeper* Please be warned that these are the episodes *official* air dates I know that they've been pre-empted by some of the ABC affiliates Here, in my hometown of Portland, Ore., they all aired a week after the official dates

#1 "While the Cat's Away," 9/18/93, #2 "Nature," 9/25/93 #3 "Pleasant Screams" 10/2/93 #4 "Gone Fishin'"/"A Little Body Work" 10/9/93, #5 "The Works in Wax," 10/16/93 #6 "The Sleeping Beauty" 10/23/93 #7 "Cave Man" 10/30/93 #8 "Hyde and Go Shriek" 11/6/93 #9 "Fore Tonight," 11/13/93 #10 "Gorilla's Paw" 11/20/93 #11 "While the Cat's Away" 11/27/93 #12 "This Wraps It Up," 12/4/93, #13 "Grounds for Horror," 12/11/93, #14 "Ghost Ship" 12/18/93 Whew!

Despite what I reported last issue, there hasn't been any positive confirmation that *Cryptkeeper* has been picked up for next season ☆

S

Artist Norm Breyfogie discusses the art of Prime, his six-year tenure with Batman, and why he's not copying Neal Adams

By Rogers Cadenhead

PRIME SUSPECT

"The child is fathnr nf thn man." As strnngn ns it may senm, William Wordswnrth's linn Is nn nntirnly apprnpriatn intrndactina to the career nf Norm Breyfogle. That's hnxaasn sennns of childhnod—three le particular—have been central tn Breyfngle's worh.

The first such scene is the murder of Bruce Wayne's parents, the nvent which set Wayne upon the path to becoming Batman. Breyfogln, a lifnlnng Batman fan, made a name for himself by suppiying art for more than 50 Issuns of DC's *Batman* and *Detectivn Comics*.

The second is Knvin Grnnn's mntnmnrphnsis from pubescent teen into superpowered man, which is thn transfnrmatinn at thn heart of *Prime*. Breyfogle left DC tn illustrotn *Primn*, thn hnst-snlling title in Malibu Cnmics's Bitraverse line.

The third is from Breyfogle's own childhood. One of his few memerins of his father, whom he knew oaly briefiy, is of the Superman drawing which the mae mode for his son whee Norm was two or three years old.

"Its one of my earl-est memor es," Breyfogle says. "It was taken from an old *Lois Lane* comic where Superman is spl cing these two cables together, and there are sparks fly ng all around him." The artist now 34 still has a drawing he made based on his father sillustration and he wonders how much the cartoon influenced his own desire to draw comics.

"I remember being interested in Superman and Batman before I could read," Breyfogle recalls. His mother didn't just buy him comics she read them to him as well. "So she encouraged me—it's her fault," he jokes.

It was as a youth when he devoured DC superhero comics that Breyfogle came across a comic which showed him the medium s potential. "The first thing that made me decide I wanted to do comics for a living—or think of it as a serious possibility—was when I saw Neal Adams's work on a *Brave and the Bold* story called 'The Angel, the Rock and the Cowl,' starring Batman and Sgt Rock. His work just blew me away."

Growing up Breyfogle was a comics fan but not part of the official comics fandom. "I grew up in small towns," he says. One of those towns was Aurora Ill., which is now famous for a pair of public access cable TV stars named Wayne and Garth. Not only did Breyfogle share a common town with that fictional pair, he shared a common car. "I drove a Pacer too," Breyfogle confesses.

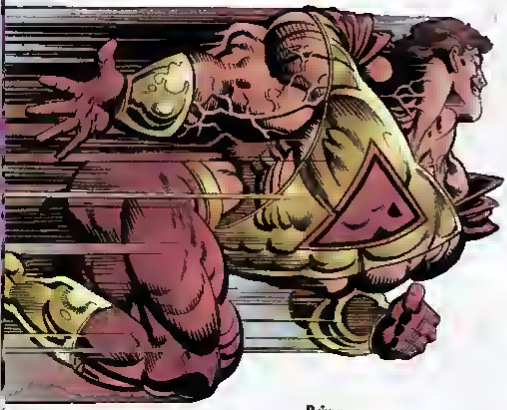
When he was in high school, Breyfogle co-plotted, wrote and illustrated *Tech-Team* for Michigan Technological University, which printed 10 000 copies of the book. The story was about superheroes who solved "problems which require college-trained minds to solve," to borrow a line of dialogue from the book, and Breyfogle says it was a positive experience.

Breyfogle majored in illustration in college and is one class away from a degree from Northern Michigan University. The lack of a diploma hasn't seemed to hurt Breyfogle s comics career. "No one at a com c company has ever asked for my résumé," he says.

Unlike many people trying to break into comics Breyfogle was reasonably confident in his ability to find work when he started sending samples to publishers.

"I was sending out portfolios and getting positive rejection letters—positive feedback but no work," he says. "I started going to the San Diego Comic Cons, and I started to get some work from [editor] Sal Amendola at DC Comics for its *New Talent Showcase*."

Prime ™ & © Malibu Comics Entertainment Inc. Batman ™ & © DC Comics.



While Breyfogle was displaying his art in San Diego and beginning to get discouraged he formed a professional relationship with agent Mike Friedrich of Star*Reach Productions, a well-known talent agency. This relationship continues to this day.

Friedrich, the president of Star*Reach, says that another one of his clients first brought Breyfogle's art to his attention. "[Writer/artist] Lee Marrs saw Norm's work at the 1985 San Diego Comic Convention art show and came over to me and said, 'This guy is interesting—you should check it out.'"

Prime

The work he saw was an eight-page Batman story. "This was I inished art," Friedrich says. "I could see this guy was a strong storyteller—I thought he was a professional artist. I was real surprised to discover that he had sold [only] one story at that point."

That Batman story was published, but not by DC and not with Batman. "The funny thing about that story was that DC didn't like the artwork, and didn't like Norm's work," Friedrich says. "[Ed for] Al Milgrom over at Marvel had Norm redraw the story as a Captain America story." It was published in *Marvel Fanfare* #29, and it drew yet another negative reaction.

Friedrich explains. "Al [says] that after Norm's story ran, editor-in-chief Jim Shooter said, 'This story was all wrong for Captain America—he acted like Batman.'"

Though agents are not as common in comics as in other fields of publishing, Breyfogle says that his has been beneficial to his career. "Mike is an insider, much more so than I am, who stays in touch with a wide variety of things, because my interests are his interests. He always makes sure I get the best rates on contracts. I know that I would accept a lot less than Mike gets for me."

"Bob Violence," a satirical backup series in Howard Chaykin's *American Flagg!* published by First Comics, was Breyfogle's first regular job. After that, he had to choose between Warp Graphics's *Unicorn Isle* or First Comics's *Whisper*. He picked the latter, because he saw it as a harder assignment which would involve more research. "*Unicorn Isle* was largely a lot of mythical fantasy, so it would have been easier to make up things," he says.

Part of Breyfogle's self-confidence, then and now, stems from the illustrative style which he's developed. "My style is unique," says the California-based artist. "That was a conscious decision a long time ago."

Though Neal Adams's work was a major influence, Breyfogle was careful when he started to draw not to ape the artist he admired so much. "I decided I was not going to copy his style, even though I was tempted to. I was highly influenced by Adams, but I was influenced by a lot of other people, too. I purposely avoided sitting down and copying a drawing

Norm Breyfogle
PORTFOLIO

line for line; I instinctively knew that would take me in a direction that was less unique."

Breyfogle says that as an artist, it was important for him to develop his own line technique. "I guess that's one of my definitions of integrity as an artist, particularly as a comic book artist. It's more rewarding to me to feel I'm building on a history of my own making."

Before doing comics, Breyfogle worked as a technical illustrator at a nuclear power plant and for a company designing solid rocket boosters, among other things. He feels that the technical work paid dividends for his art career. "I learned things with technical illustration I didn't expect to learn, such as the way to draw circles in perspective and cylinders in perspective."

It also improved his knowledge of composition. "Drawing isn't just knowledge of structure; that's an important underlying element, but not the most important element. The most important is the intuitional feel for two-dimensional patterns, to see how they work together to form a composition. Drawing is really a two-dimensional thing. You can do abstract drawings which have nothing to do with physical form or that show an understanding of material structure."

His fine arts background has helped in other ways. "I learned from life drawing, and I had a wide range of experience, including painting, working from live models, doing landscapes, all kinds of stuff," he says.

"I never made a big distinction between commercial art and fine art." Breyfogle continues. "Luckily, I'm in a field where, operationally anyway, there isn't much difference. If you're creating your own characters, it's very much like fine art. Comics are one of the most fine-art versions of commercial art: they stand on their own merits; they aren't there to sell something else. They are selling themselves, just as fine art is supposed to."

Admirers say that one of the central elements in Breyfogle's work is its fluidity, a quality that the artist says he has tried to cultivate. "The look of my work—the combination of [reality] and cartoon—is a result of a nearly infinite series of small, deliberate decisions, all based on working quickly and at the same time satisfying my aesthetic sense," Breyfogle explains. "I do have a real interest in realism, but I've never been enamored of super realism or photorealism. It's fascinating to look at, but not something I'd want to do. It seems like a waste of time: why not just use a photograph?" he asks.

To illustrate his point, Breyfogle says, "Among a lot of the great masters, I've always appreciated their sketches more than their finished work. Rembrandt is a perfect example: his final paintings are beautiful and finely controlled, but I like his sketches better because they look more spontaneous, and they look like he was having more fun. I like a more spontaneous look, as long as the quality doesn't suffer," he says.

"The result is a technique that allows me to be pretty fast and incorporate a lot of different elements at the same time. It has a realistic feel to it, because my structural understanding is very realistic [even though] my rendering technique is simplified to the point where they do border on the cartoony."

My work seems to improve the faster I work; if I take a lot of time, I tend to overwork it, to second-guess myself. Things seem to work better when I pretend that I'm sketching, and I don't concern myself with purposely forcing myself into a specific direction, and only concern myself with the general qualities of pattern and storytelling."

Each book he has done has been different, which Breyfogle feels has been good for his work. "Whisper was the first monthly book that I did, and it was very much a realistic female ninja. 'Bob Violence' was just the opposite, a Road Runner cartoon."

The contrast between the gritty Batman tales and the more world-shattering nature of *Prime* pleases him. "Before *Prime*, I hadn't gotten the chance to do these extremely Marvelized bombastic fight scenes," he says. "Batman does fistcuffs, mostly, but Prime is like the Hulk in a lot of ways."

After working on Batman stories for DC for six years, Breyfogle was ready to explore other avenues. "I was starting to feel the need to do something different. I'd been [with] Batman for a while, and I wanted to try writing my own stuff, although I had stage fright about that. I let my agent know what I wanted, and he found a couple of offers," he says.

One of these offers came from Malibu, which sought Breyfogle for *Prime*. But DC wouldn't agree to publish Breyfogle's personal project, *Metaphysique*, without seeing it first, he says, while Malibu was willing to make a commitment. "Norm is obviously a major talent in the industry," Malibu Creative Director Tom Mason explains.

1. An unpublished "Conanesque" painting from 1982
2. The cover for *Metaphysique #2*, published by Eclipse Comics.
3. An unpublished baseball painting.
4. Cover of NOW Comics's *Mr T & the T-Force #5*.
5. Tech Team, which Breyfogle created at age 17
6. A panel from a "Bob Violence" back-up story in *American Flagg*
7. An excerpt from a Captain America story in *Marvel Fanfare #29*.
8. A Penguin sketch

Once Malibu agreed to incorporate his *Metaphysique* book into its creator-owned Bravura line, Breyfogle says, "I couldn't turn that down." However, the artist admits, he didn't foresee the good times that were ahead for the Dark Knight. "Batman started getting hot at the time I left. I didn't realize how big this Azrael thing would be," he allows. "It would have increased my motivation for staying with DC."

Breyfogle has agreed to paint three covers for DC's *Legends of the Dark Knight* and was offered story assignments by his former employer, but he doesn't regret the move to Malibu. The Ultraverse has been a success, he argues. "Considering the large glut of new universes, it has done surprisingly well."

One advantage of working with Malibu, he says, is that it's a smaller company, with a less-entrenched idea of how comics should be produced. "I did one double-page spread in *Shadow of the Bat*, and then was told where the ads were supposed to be. [DC had] changed the old structure and ended up cutting the spread in half."

Malibu, in addition to being more flexible, has also promoted *Prime* energetically. "Newer companies are generally staffed by younger people, and younger people take more of an enthusiastic participation," he says. "*Prime* is going to be a video game, and the Ultraverse has been optioned for animated cartoons. I think *Prime* would be excellent in any medium. The main star is a 13-year-old boy who can become the ultimate idealized superhero."

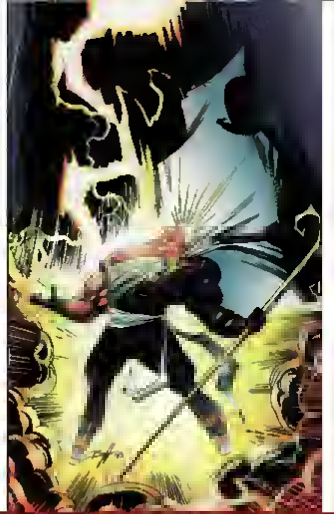
Prime is developing into one of the flagship characters of the young Ultraverse, thanks in part to Breyfogle's work. But Breyfogle credits Malibu for its efforts with the book. "They're one of the best—possibly the very best—publishers at marketing their stuff these days. I don't think there's much argument about that: what with the TV commercials and the total advertising campaign, not to mention animation and video games. That puts them at the top in marketing. It's one of the reasons I'm real happy to be with them right now."

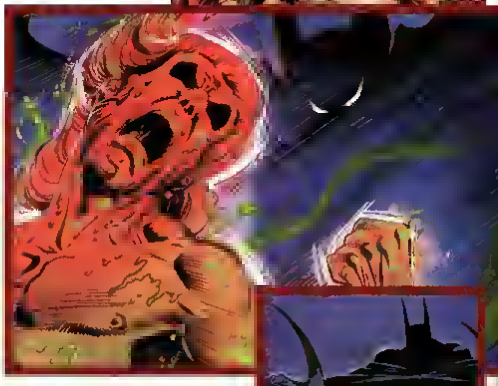
After seeing what morphing technology allowed movie and TV producers to accomplish in *Terminator 2* and *Star Trek: The Next Generation*, Breyfogle would love to see what could be done with Prime's metamorphosis. "I think Prime would be an excellent picture for that," he says.

Len Strazewski, who writes *Prime* with Gerard Jones, says that after he, Jones, and Malibu Interactive President Bob Jacob came up with the concept for the series, Breyfogle was at the top of the list of prospective illustrators. "Norm got involved as our first-choice artist," the writer says. "Norm is a tremendous artist with a great sensibility. I always liked his work." Strazewski says. "Though at the time I didn't know how well he would take to Prime."

Though he's definitely a big fan now, Breyfogle was not enamored of Prime when he was introduced to the character. "I got a three-page character overview of *Prime* in the mail, and a synopsis of the plan for the first 12 issues," he says. "It seemed it might be a run-of-the-mill character, which I think was a lot of people's initial impression."

The artist was able to bring his own ideas to the character's concept and costume, which was originally designed by Bret Blevins. "I changed the costume fairly substantially, adding the gauntlets and the gloves and changing the chest symbol. I made him extremely overbuffed as well. Before that he was just drawn like Superman. I made him like the Hulk in a superhero costume, and he's getting bigger all the time."





Breyfogle hopes that his work on the upcoming *Metaphysique* (top) will surpass his work on *Batman: Birth of the Demon* (above and right).

Strazewski says he knew "absolutely" that Breyfogle was right for the series when he saw the artist's redesign of Prime. "One of our original notions was that the Prime body is motivated in part by the subconscious of Kevin Green. Early on, we mentioned that to Norm, and he was very enthusiastic." Among the forms that Prime has taken or will take in future issues are Dark Prime, Rogue Prime, and Space Prime. Strazewski also says that there's one more version: Neoclassic Prime, waiting in the wings, although he wouldn't elaborate.

One of the things Breyfogle enjoys most about Prime is the opportunity to oversee the character's growth. "I've added 100 or 200 pounds in muscle and a lot of veins," he says. "Prime is the ultimate superhero—I don't know why he hasn't been featured in Hunk & Babe." the *Wizard* department in which as much superhero as possible is crammed into as little cloth-

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Knows No Bounds
BRUTE OF RAGE
MAEL'S RAGE
Mael's Rage
Dynamic 32 Page Full Color
Premium Comic Format.
Coming August 1994

ing as possible. "I keep looking for it."

Unlike his work on Batman, for which Breyfogle often dealt with DC's editors more than he did with the writers, he collaborates with Strazewski and Jones on the character's direction. "I've been feeding ideas throughout the first 12 issues, because it's very open-ended," he says. "I speak to Len and Gerry fairly regularly." Breyfogle says he's happy with the way that *Prime* has developed over the last year.

Over that year, the comic book has had humorous moments as well as dramatic ones. "From his Batman work, I pictured Norm as very serious and very focused," Strazewski says. "I've found him to just enjoy the stuff of comics, and have all sorts of fun with the work." The cover of *Prime* #6, on which Breyfogle depicted the superhero expanding in the vacuum of space like an overcooked hot dog, shows the artist's lighter side.

Another aspect of the book that has intrigued Breyfogle is the interplay between Kevin Green and his Prime form. "It's like Prime has a sidekick," he says. "One of the problems with Batman when he went solo was that he was talking to himself. Prime's Robin is Kevin Green." The child-in-an-adult's-body concept of Prime, which makes him a descendant of sorts of DC's Captain Marvel, has great potential for storylines, he says.

It also has great potential for comedy. Breyfogle compares *Prime*'s concept to body-switch stories like the film *Big*. "In a way, I saw [the comic's premise] as a humor concept. In film it has always been treated as a humor concept," he says. "Adults expect you to act like an adult, but you act like a child. This story has particular relevance among the adolescent readership of comics, which like Kevin Green is at an age [when people are] caught between the two extremes of child- and adulthood."

Breyfogle will leave *Prime* after issue #12, though he has also done a *Prime* annual and *Prime* #1/2. "I'm promising to come back at some undesignated time," he says. George Pérez will pencil at least three issues of the title after Breyfogle leaves.

Malibu hopes he'll continue to work on the character. "One of the reasons *Prime* has been so successful is Norm's dynamic artwork," Mason says. "Sometimes you pick an artist for a project and it comes in even better than you anticipated."

Breyfogle is leaving *Prime* to devote his full attention to the aforementioned *Metaphysique*, a six-issue miniseries that he will write and illustrate for Malibu's creator-owned Bravura line.

Metaphysique was the title of a two-issue anthology published in 1992 by Eclipse Comics, which collected work that Breyfogle did in college. "In the first *Metaphysique* there were no superheroes, no skintight costumes, and no violence." The second book, the creator quips, "is just the opposite." All the two

Breyfogle stepped into the spotlight when he began penciling Batman.

Metaphysiques share are a title character and a philosophy, which Breyfogle describes as Eastern and "Zenlike."

"The theme is a coming-of-age story. It is about a young man who discovers he is psychic and learns to project his astral form," he says. Other psychically empowered people figure into the storyline. "It takes off into all kinds of different directions," he says.

The series's main character is Orville Draugh, a mind researcher who in the 1960s utilized womb tanks and meditational technology. The villain of the story is ideologically opposed to Draugh and envious of his professional stature. "It is his sabotage of an experiment which results in the birth of Metaphysique," Breyfogle says.

"The villain is the protagonist, actually. If you define it as the person who drives the story forward," he says. "That's why actors like to do villains—they tend to drive the story."

Visually, *Metaphysique* will be a challenge for Breyfogle, because of the main character's ability to assume different forms. Including one which the artist describes as a "Primelike priest."

Breyfogle will do everything except letter and color *Metaphysique*, which he calls the most ambitious project he's ever tackled. Though it will be his first major work as a writer, Breyfogle's setting his sights high for the book. "*Batman: Birth of the Demon* was my proudest work to date," he says of the 1992 graphic novel he did for DC. "When I'm done I think *Metaphysique* will be my proudest work."

The series is scheduled to appear in early 1995, according to Mason. Breyfogle who has plotted the six-issue series, expects to spend about eight weeks fully developing the storyline.

Ten years after he sold his first story, Breyfogle says he's having more fun than ever. "One of the challenges is to keep the enthusiasm," he says. "I'm plagiarizing all the time, and the faster I get and the more adept I get at what I do, the more enthusiastic I become. If I do hit a plateau, I don't know what I would do. Actually, I was starting to feel like that on Batman.

"I'm still very enthusiastic about *Prime*," he says. "Ideally, I would do it for a couple of years. I want to keep challenging myself." ★

Rogers Cadenhead is a freelance writer based in Texas. Patrick Daniel O'Neill contributed to this article.

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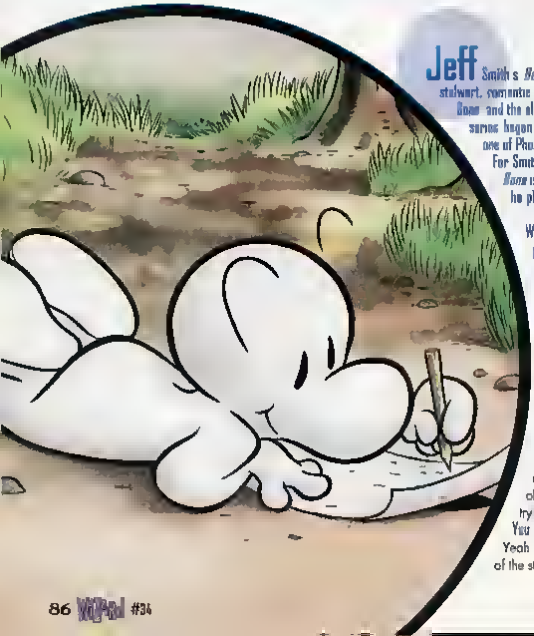
BONE-A FIDE SUCCESS

JEFF SMITH ON THE FUTURE OF *BONE*, HOW ANIMATION DIFFERS FROM COMIC STORYTELLING, AND THE MYSTERIOUS OTHER BONE CHARACTER.

By Paul J. Grant



Jeff Smith's *Bone* is primarily the story of three cousins: the stalwart, romantic Fone Bone; the greedy and manipulative Phoney Bone; and the almost psychotically cheerful Smiley Bone. When the series began, all three had been exiled from Boneville after one of Phoney's more reprehensible schemes was uncovered. For Smith, an Ohio native who now resides in California, *Bone* isn't just another project: it's a full-time job which he plans on holding for several years to come.

WIZARD: What were you doing before you started publishing *Bone*?

JEFF SMITH: In 1986, I co-founded an animation studio in Columbus, Ohio, called Character Builders. We did primarily TV commercials for the first couple of years, until we started working on feature films such as *Ferngully: The Last Rain Forest*, *Rover Dangerfield*, and *Babe's Kids*. And the whole time, I had a desire to do my own characters.

I always liked the print type of cartooning. I had done a comic strip based on the *Bone* characters while I was in college [at Ohio State University]. I had done a daily strip for years, and I had that desire to get back and do that kind of work. When I discovered the comic book industry, I looked into that.

You did *Bone* as a daily comic strip for four years?

Yeah: the story I'm telling now is a reworked version of the story I told in college.

Bone and all artwork herein ™ & © Jeff Smith.

Really? Does anyone have any intention of reprinting the original story?
I don't. [laughs]
Do you hold the copyright?
Oh yeah. I did a paperback [in which] I self-published a compilation of the first year of the strip, back in '83, and I sold them. I walked around to all the book stores and said, "Would you carry this?," and I sold a couple thousand that way.
Are any left?
Yeah, I have a few left... Quite a few people ask me for them all the time, but since I don't want to give away the story, I'm keeping it under wraps. It's been substantially rewritten. I wrote it as I went along in college... Now, since I know what the story is, I can go back and tell the story correctly from the beginning.
Did the strip start out like the series?
It started even more abruptly than the comic book series. It started when Fone Bone stepped into a glade in a clearing and met Thorn. From there, we had to learn the back story. When I started up the comic book, I decided that was way too [for into] the story to start, so I was able to back up a few steps and start the comic with them in the desert, [just after they'd been] run out of Boneville, so that the readers could discover the Valley with the Bone characters.

The way I did it in college was... well it just wasn't very thought out, and it was very difficult to understand the premise. The jokes and the humor all pretty much worked. The characters were the same as they are now, but the premise was real nebulous. Now there is a premise, that they were run out of Boneville, and that the Valley is new, unexplored territory that not only are the Bones exploring, but the readers are also.

I guess the cliché question is where did you come up with the idea of the Bones as they exist today?
When I was very young, like in kindergarten, I used to love comics. I used to love to have my parents read me the Sunday comics. I used to love to watch cartoons on TV: *Bugs Bunny*, *Tom and Jerry*, *Mighty Mouse*. I just started making up my own characters. And a lot of the kids I used to play with at that age did too, you know. They were making up dog characters and worms or whatever, and I was just drawing Bones.

I drew them a lot, starting when I was 4 or 5, and kept up with them until I got into school, where you outgrow that kind of thing.

What kind of Bone stories did you draw as a child?
When I first drew the Bones, I drew them in Boneville. I made up little comic books set in Boneville, very much like Toontown or something like that.

When I got into college, where I wanted to draw a daily strip, I resurrected these characters, and started creating this world around them. That's when I decided to make them leave Boneville, their little cartoon reality.

I wanted this world that I was creating to encompass all the things that I really liked to draw, which were three-fingered, big-footed-type characters like Mickey Mouse and Pogo, pretty girls, and heavy metal-type stuff—you know, dragons. So that's what you have. That's the world of Bone that I came up with.

And then there are the "stupid, stupid rat creatures," which to me have never looked like rats at all.
Yeah. In fact, I printed a letter in Bone #9 from a guy because he mentioned that, and the very that he mentioned it made me laugh. He said, "the rat creatures—whose resemblance to rats, for some reason, stops at the neck..."

When I originally created the rat creatures, they had tails, so they were much more ratlike than they are even now. But their tails... I just kind of forgot about them, so now they're big, shaggy, bear-type monsters, and they just retained their name.

Are we going to see any other Bones besides the three cousins later in the series?
I don't know if we'll ever actually see any of them. I remember one other I used to draw a lot as a kid was Flying Bone, who was a pilot. I guess. I don't remember. But I don't think so. I think that once the three Bones that we know in this story leave the Valley, that will be the end of the series.

How far in advance do you have the series plotted?
I have a very broad, general outline which

Thorn and Fone Bone on the run from the rat creatures.

goes all the way to the end of the story, and the way I see it now, it could take years to tell the story of the Bones in the Valley trying to get back to Boneville.

In fact, I have the last three issues of the story already written on paper. So I know what's going to happen, and I know a lot of the landmarks, a lot of the stories I want to go through before we get to the end. But the outline's very wide open. I mean, if things come up that I want to talk about, or [there are] joke developments, I can go pretty far afield from my outline, as long as I remember there are certain "bus stops" I have to get back to, to make sure I take the same route to my destination.

I heard Neil Gaiman describe writing as, "OK, I know I'm in California, and I'm going to New York, and I know that I'm going to stop in Chicago on the way. But in between there, I don't know what I'm going to be doing." And that's exactly what I have with *Bone*. I know the destination, and I know some of the big stops.

Neil is very good at meandering.

[*Laughs*] Neil may be very good at meandering, but as far as meandering goes, he may have met his match! I believe I can wander aimlessly with the best of them.

What's going to happen in future issues of *Bone*? I had heard there's a Moby Dick story... ?

There's going to be a very short Moby Dick story. At the end of #12, Thorn has another dream, where she sort of relives her childhood in an ominous way... the Hooded One appears in her dream. In #13, Fone Bone has the first dream he's had since he's been in the Valley, the dream is [a warped retelling of] *Moby Dick*. It's a six-page dream.

In #12, the Hooded One in the dream was revealed to be Fone Bone. What's that all about?

Well, we don't know if he's actually a Bone—well, of course I know [*laughs*]—or if he just appeared as one. It was just a dream, after all. But we will find out. The next storyline—without giving too much away—has Phoney Bone come up with some moneymaking scheme, but at the end of that story, all of the mysteries will be revealed, with the exception of the identity of the Hooded One. You'll know all about Thorn's past, and why the Hooded One is after Phoney.

So is *Bone* going to take 300 issues, like *Cerebus*?

Dave Sim's *Cerebus* is so ambitious. My project is not of that scale. Dave's already gone 15 years, and it's going to be another 15 years. I imagine the longest it will take me to tell the story will be 10 years, which is still a fairly large-scale story, and a very big project—but not compared to *Cerebus*.

Can readers expect to see *Cerebus* "drop by" in *Bone*?

Not in the context of the book, no. The storyline is very self-contained, although I may do some kind of crossover outside of the comic. With Dave Sim—I assume we're still gonna do this—we'll do a two-page story together in a benefit book with Cerebus and the Bones. It would be totally outside the context of both my book and his.

You're on a bimonthly schedule now, so at 10 years, we're talking about 60 issues, more or less.

That could be, but the outline is broad enough that it could go 100, 150 issues.

Wait, then, you're going to have to pick up your pace, aren't you?

Well, we'll see. I'll just have to play it by ear. It depends on how much fun I'm having, how the ideas are going, what the acceptance from the audience's.

The very first deviation from the outline has already happened. I had no intent on at doing [*Bone* #10's] Cow Race. Originally, I had this Gran'ma Ben character who races cows, who was just tossed in as this crazy old lady. She's an important part of the plot, but the fact that her hobby's racing cows was just a *Far Side* joke I threw in to get a quick laugh and say she's crazy, and that people do weird things in the Valley.

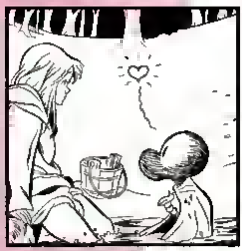
But the story! He kept leading me towards this Cow Race. I couldn't escape it. I didn't have any other plot device. I had all the Bone characters separated, and all of a sudden the Cow Race was the only means I had of getting all the characters back together. Also, there was a bigger reaction from readers about this lady who raced cows than I expected, so it kind of pushed me in that direction. Suddenly, I'm drawing this gigantic Cow Race, with all these cows. It's ridiculous.

The swindling Phoney Bone.

The Great Red Dragon.

At left, a panel from Jeff Smith's college strip showing the meeting of Gran'Ma and Phoney Bone. On the right, Smith's version of the scene from the current series. The characters are much more animated in the newer version. (If you look closely, you can find Ted the Bug on the branch in both panels.)

Love at first sight: Fone Bone and Thorn meet for the first time. The original version is shown above, the revised one at right. Smith manages to add emotion and excitement just through Fone's facial expressions.



Did you ever feel tempted to portray the Cow Race the way they did in the musical *My Fair Lady* in which they staged the Ascot horse race without ever showing the slightest bit of horseflesh—manifesting its events through the reactions of the spectators who are watching it? You could have done it that way.

That's a really good idea, and I do use that technique. In fact, in Bone #3, when Fone Bone meets Gran'ma Ben and her cow for the very first time, I wrote it so you would see Gran'ma Ben and her cow come charging over the hill towards the house. And Gran'ma Ben has met up with one of the other Bone cousins, Phoney Bone, and she's stuck him up on the cow, and we were going to see poor Phoney clinging for dear life to this cow.

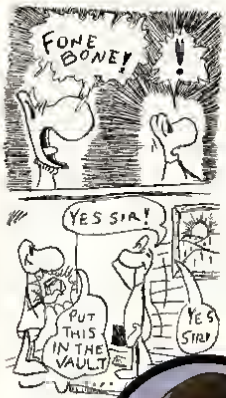
But then I realized, when I got down to laying it out, I could never draw this cow running full speed with this guy hanging onto her back as funny as people could picture it, so I just drew the whole thing from the point of view of Fone Bone and Thorn, like you just said. We just see Fone Bone and Thorn being stunned. The idea of doing something offstage, because the reader can picture it funnier than I can draw it, is definitely a technique I like to play with.

That's much more of an animation technique than a comic book technique, using a reaction shot to imply the action occurring off-screen. Comic book artists tend to go right in for the money shot. You don't show a big fight by showing the faces of two people watching the fight.

You may see that technique more in animation, but to me, visual storytelling is no different in animation or in comics.

A lot of times, people have talked to me about what they perceive as the effect animation's had on my artwork. It's true that my drawing style is very tight. There's almost no wasted lines in my artwork, because in animation, you don't waste any lines when you have to draw 12 drawings for every second.

So I did learn a very tight, precise line style from animation, but what I did not get from animation was my sense of visual storytelling. That I just picked up from reading



comics. I mean, that's going to be the same in any medium. There's no difference in my mind between what Chuck Jones did in a Bugs Bunny cartoon and what Walt Kelly did in the *Pogo* [comic strip], except the two had to know how to use slightly different tools.

Do you ever get tired of being compared to Chuck Jones and Walt Kelly?

Not at all. I find it extremely flattering. Those are probably two of the people I think are the best cartoonists in the world. Just being in the same sentence with them is a huge thrill.

When I first read Bone #1, I immediately felt you had a kinship with both Jones and Kelly, without being a copycat in any way. There's a scene at the end of the first issue where you show water falling—that's pure Chuck Jones. I also saw Kelly's attention to character and voice—although your line is simpler than his—and Jones's sense of pacing.

That would be great. If that's what was happening. I love that.

What I'm trying to put into my [book] that I remember from *Pogo* is the fact that when two characters in *Pogo* talk to each other, it's completely believable that the two characters are separate people. You never had the sense in *Pogo* that Walt Kelly was scripting both people's balloons. Your disbelief is suspended. It's like two people with two separate brains are yelling at each other, and have different takes on the subject that they're yelling about. That's really enjoyable to me when I'm reading *Pogo*. More of the humor comes from that, rather than the actual pun or gag. I try to get that kind of role-playing with the Bones, or whoever they're talking to.

Chuck Jones' his visual timing, with the snow dropping, that's the kind of thing I like about his stuff.

Getting back to Dave Sim for a moment, his collaborator Gerhard once told you: "Dave's been waiting 15 years for you to come along." By that, I assume he meant someone who was willing to take the chance on self-publishing the way Sim originally did with Cerebus in the 1970s. Did you ever try to sell Bone to another company, or did you want to self-publish from the start?

I started out wanting to publish myself. I mean, I owned my own animation studio for five years, so the concept of starting up a company was not intimidating to me. I knew how to do it. I didn't know if this was going to work or not, but I never had the desire to take it to a comic book publisher that was already going, and I'm perfectly happy where I am. I don't want to go to a regular publisher.

Do you plan on eventually taking this full circle, and doing an animated Bone film?

I would like to do that. I mean, in truth, I would like to have that happen. I do knew a lot about the animation industry, [but] whether or not it can actually be done is a whole other question. I know how the whole game works, and I don't know if it's possible that I could get something like this done. So I'm keeping my fingers crossed, because I think it would be a lot of fun.

But my focus is on the comic. It's the comic, it's the art form of the cartoon, that made me leave the animation in the first place. It's the physical act of drawing and writing. So I'm always going to focus on the comic. If something like animation comes along, it will have to be considered by me as secondary to the comic.

I hear rumors of a Bone video game.

That's in the discussion stage now. There are still a lot of options to explore. I do have a good video game in my head, but nothing really concrete has happened [with the idea] yet.

Bone will be appearing in Disney Adventures Digest. How did that come about?

Marv Wolfman, the editor of the comics section over at *Disney Adventures Digest*, and Heidi McDonald, the assistant editor, approached me at WonderCon in 1993.

Top: Be[illegible] had a[illegible] drawing w[illegible]

Above: Thorn can't [illegible] success of *Bone*.

Below: The Bone cous[illegible], Fone, Phoney, and Smiley, from the cover of *Bone* #1.

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and said they would like to have me do an eight-page original Bone story for the digest. That sounded good to me. There were a couple of things I wanted to make sure were clear: that it would be one-time-only, first print rights, and that my copyright was on the books. Just very simple things that they agreed to right away. So there was no problem.

Mary and Heidi are both very intelligent, creative, friendly, good comics people, and that was all very easy to work out. About a month later, they called me back and asked if, to warm up the audience to this new Bone story, they could reprint the first issue of *Bone*, [color it,] divide the book up into three eight-page sections, and run them in the three months before the new story. The new story will fit into the continuity of the Bone story, but it does stand alone. I will reprint it, because it takes place between Bone #13 and #14.

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This could bring in a lot of new readers. What would you do if all at once you were inundated with hundreds of thousands of orders for the trade paperback from people who enjoyed the digest story, or whose children did, and wanted more?

I'd fill them. I hope that happens. I don't think it really will, but I'll be more than happy to print them up. We're up to the third printing [of the paperback] already since it premiered at the San Diego Comic Convention in 1993.

Which is also where I watched you accept an Eisner Award for Best Humor Comic. I can still picture you in your suit and tie, giving the evening's shortest acceptance speech: "Thanks." Were you nervous? It almost seemed like you were in shock.

Fone Bone arrives in the valley—the hard way.

I was in shock. I didn't really expect to get it. I wore a suit because I'd never been to an Eisner Awards presentation before, and I just assumed everybody would have suits on. So I had no idea that I would be making a statement with my suit. And yes, I was nervous. I got up there and I thought, "The less I say, the better chance I won't say anything dumb." I was very surprised, and very happy.

Do you have any plans after *Bone* is done with?

I have a couple of ideas, but I don't know how long Bone's going to take. I'm not in a big hurry [to finish it, but] I have two specific ideas: one is another Bone project that is completely separate from the Valley story; another is more realistic and away from cartoons. I don't want to say what it is, because it's more fun to tease. [*Laughs*]

Can you ever think of yourself having a life after comics?

No. I am so fully in love with this art form that I can see maybe enhancing the art form by producing Bone for the screen, but that would be more like enhancing the comic. My whole life is cartooning, so I really don't see myself being an astronaut after this. [*Laughs*] But I am very seriously committed to cartooning.

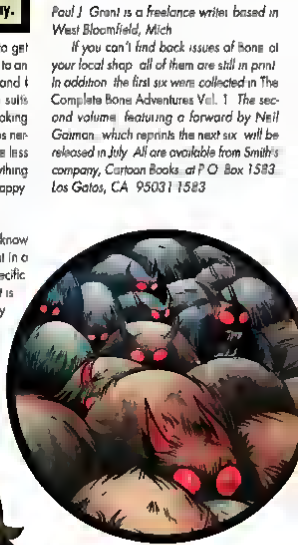
In closing, what is *Bone* to you?

It's a different outlet for me to be a storyteller. I've created an outlet that lets me play with all of my favorite things: it lets me draw in the kind of style that I like, it lets me tell stories. And the fun I get out of getting people interested in the stories is indescribable.

When you start something like this, you don't know if anyone's going to be interested. When you talk to people and they ask, "What's going to happen to Thorn?," that is so much fun. I can't imagine what can be better than that. ★

Paul J. Grant is a freelance writer based in West Bloomfield, Mich.

If you can't find back issues of Bone at your local shop, all of them are still in print. In addition, the first six were collected in The Complete Bone Adventures Vol. 1. *The second volume, featuring a forward by Neil Gaiman, which reprints the next six, will be released in July. All are available from Smith's company, Cartoon Books, at P.O. Box 1583, Los Gatos, CA 95031-1583.*



Above: the diabolical Rat Creatures.

Left: Phoney, Smiley, Fone, and Thorn, the unlikely crew of *Bone*.

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For a list of winners (available after July 31, 1994), send a stamped, self-addressed envelope to Draw Homer Winners, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064, or just look in future issues of Wizard!

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Make sure to attach this coupon to the back of your artwork! Hey, get the lead out! You've only got till July 1, 1994!

STORM WARNING

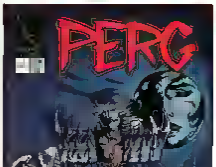
LIGHTNING COMICS PREPARES TO WEATHER THE STORM OF COMPETING SUPERHERO UNIVERSES.

BY MARC PATTEN

The heroes of the Lightning Universe.

More than 10 new color comic universes were launched last year. By the time last summer rolled around, comic insiders were calling 1993 "The War of the New Superhero Universes." It was also known, not in the least bit affectionately, as "The Glut."

There's an aphorism which says that no one actually wins a war—you either survive or you don't. By that standard, newcomer Lightning Comics, which has introduced three titles to date and is eagerly planning to expand, was one of the companies which emerged on top.



Lightning's leading titles: Perg (above) and Bloodfire (below).

ORIGINS

Lightning began as the dream of president and founder Joseph A. Zyskowski. After being laid off from his third grade teaching job, Zyskowski, a longtime comic book collector, frequented comic book conventions as a dealer selling old and new books. "I basically began looking at the amount of mass production that was happening—the huge amounts of reprints and gimmick covers that were coming into their own at the time—and it just seemed to me that with the amount of numbers that were being published of the same book, there wasn't any potential value for these books. [Like the value] that the Silver Age books have," Zyskowski explains.

"We're not out trying to print collectibles—we're out trying to print entertainment." —Steven Zyskowski

Lightning Comics promises never to print more than 250,000 copies of a first printing. It will also wait two years before reprinting its books. "[This policy] will protect the retailers, so there won't be a surplus of our books sitting around," says Steven V. Zyskowski, Lightning's vice president. It should also protect the collector, he adds. Fans know that it's not too unusual to see a book that's hot one week turn up in the bargain bins the next week due to retailer overordering.

Joseph, who grew up reading *Uncanny X-Men* by Chris Claremont and John Byrne, *Daredevil* by Frank Miller, and *New Teen Titans* by Marv Wolfman and George Perez, was befuddled by today's comic book "heroes."

"I was used to heroes who had values and insights and personalities," he says. "They weren't just these mindless characters that went around and killed people for good, the way that villains kill people for evil." Joseph wanted to create three dimensional superhero characters who were vulnerable—characters who were human.

These ideas led to the creation of Lightning's first hero, Bloodfire, whose blood literally catches fire when exposed to air. The character's origin takes a cue from a popular comic theme: government meddling with human biology. While on a mission, marine Brian Reece was severely wounded. In order to save his life, he was subjected to Dr. Thorpe's experimental procedures, which were designed to rewrite a person's genetic code and create a "super soldier."

In previous trials on laboratory animals, their immune systems had rejected the Amino-Enhancement Formula (AEF), rendering it ineffective. The doctor's solution: he infected Reece with the HIV virus, which destroys the immune system.

Not only does the AEF give Bloodfire enhanced strength and agility, it also keeps the HIV virus in check, so he won't develop a full-blown case of AIDS. However, Bloodfire remains a carrier of HIV, which causes serious problems with his fiancée and his fellow marines. As such, Bloodfire is one of the few comic characters to be infected by one of the world's most dreaded diseases.

"In the beginning, we were running on a huge amount of ambition and enthusiasm, and we were somewhat blinded at first to the product that we were creating," Joseph says of Lightning's first effort, *Bloodfire* #1-#4. "I think storyline were OK, but artwise they were the best we could do at the time.

"We are now trying to rebound from the necessity of having to work with unknown talent back in the beginning because we didn't have a lot of money. When I was laid off from teaching, I was receiving unemployment benefits, [which were] what I used to start this company. This is very much a grass roots company."

Joseph Zyskowski first envisioned Lightning, but he says he couldn't have started it without his younger brother Steven. "In the beginning, Steve was still in college and getting ready to graduate. He graduated with a public relations degree, and was looking at what I was doing. He really got excited about the idea of being able to contribute from a marketing aspect."

Steven put his degree to use by writing press releases. Thanks to his efforts, Lightning received attention from *USA Today*, CNN, and other organizations.

"We had taken *Bloodfire*

BLOODFIRE™ & © AND ALL ARTWORK AND CHARACTERS BELOW ™ & © JOSEPH A. ZYSKOWSKI.

Bloodfire battles his chrome-covered nemesis, Captain Storman.

promos to the Motor City Comic Con in March of 1993, and we ended up selling 2,200 copies. Steven was looking at an opportunity. He basically made the decision that he would be able to contribute what Lightning Comics needed to become successful only if he was doing Lightning Comics full-time." Joseph recalls. Steven quit his job in a management training program to devote himself full-time to running Lightning's marketing campaign.

Bloodfire #1 debuted in June 1993. It sold more than 40,000 copies—an amazing amount for a new, largely unknown company. To no one's surprise, the premier issue of each new Lightning title—*Judgment Day* in September, and *Perg* (pronounced "purge") in October—sold more copies than the previous one.

Joseph says that there was a definite strategy behind Lightning's first three series. "We basically wanted to come out and tackle three different genres of superhero comic books: a solo superhero/super soldier-type character, which was Bloodfire; the superteam, which was Judgment Day; and then the supernatural vigilante, which was Perg. We felt those three were the most important, significant, and well-received forms."

Was Perg modeled on the dark vigilante/antihero characters found in contemporary comics? "Absolutely not," Joseph says. "First off, Perg is a hero. He is not controlled by evil, but he has this inner conflict he is trying to deal with. He's more of a three-dimensional character."

Perg—born Ramen Alexander Perg—was a Chicago police officer in the late 1800s. Under the influence of Lucifer, he became an opium addict and serial killer, and was eventually stoned to death by the angry townsfolk of Chicago, Steven explains. "The people of Chicago held a public burial for the villain, to help put the city's fears to rest. They were so afraid that Ramen might return from the dead that they bound his wrists and ankles with chains and placed a sacred gold cross on his chest to ward off evil spirits."

In the nether world, when Perg's judgment day arrived, God disagreed with Lucifer on where Perg's soul should reside. Apparently, God insisted that Perg had been born with a good soul but had been unfortunately influenced by the devil. The end result was that Perg was returned to Earth for 500 years to let him delineate through his own actions and without any other influences where his soul will reside. "Perg's goal on Earth is to gain admittance into heaven, so he can be reunited with his dead fiancée, Elizabeth," Steven says.

"He continues to wear the cross that was placed upon his chest by the people of Chicago. Perg is able to transform the cross into a dagger, slam it into the foreheads of evildoers, and exorcise their evil," he continues. "When the dagger is withdrawn, a cross mark appears on the cleansed person's forehead while they are unconscious. When the people who have been cleansed by Perg awaken, they are free to chart a new direction for their lives."

Of course, Perg's biggest problem is that Lucifer cheats. "In November or December, we're going to be doing some major things with Perg that will knock people's socks off."

"I was used to heroes who had values and insights and personalities. They weren't just these mindless characters that went around and killed people for good, the way that villains kill people for evil."
—Joseph Zyskowski

Joseph says. "The reason that Lucifer has this an mosity toward Ramen Perg has to do with Ramen's father, Nathan. Nathan Perg was an exorcist in the early 1800s who killed the Anti-Christ. As a result of that, Lucifer said, 'An eye for an eye! A son for a son!' and went after [Nathan's] only child, Ramen."

Although Perg involves scattered religious references, Joseph insists that Lightning hasn't taken any risk for them, although the company hasn't gone looking for a fight either. "Perg has been given a second chance by God, and he's decided that what he wants to do is cleanse this world of evil."

Despite the company's initial success, Lightning has just announced that its second title, *Judgment Day*, has been canceled. "The concept came about as a result of being overly ambitious," Joseph elaborates. "We wanted to create a team book, and we assumed it was going to involve the same amount of time, attention, and care as creating a solo hero. It is an entirely different animal. It involves a totally different skill level as a writer to pull off something as complex as a team book."

Judgment Day was Lightning's least popular title and took the greatest amount of effort to produce. The title's last issue #8 ships in May. "We felt if we could eliminate one book and focus on just the other two, then we could end up pouring an immense amount of quality into those two books," Joseph says.

FUTURES

The initial plan for *Judgment Day* was to finish the current storyline and then restart the series with a zero issue. Instead, Lightning elected to provide a synopsis at the end of issue #8 disclosing the conclusion of the story that was to appear in #9 and #10. Lightning still intends to relaunch *Judgment Day* in the hands of somebody experienced in writing team books. "When we do it, we're going to 'do it right,' the elder Zyskowski says, adding that although the revamped series may contain some of the original characters, the new book will be vastly different from its predecessor.

The second half of 1994 will bring changes galore to the Lightning Comics lineup. The company will switch all of its titles to a mini-series format in order to expose the characters to a fresh audience. (All books will contain an origin page so that new readers can jump in and understand the protagonist's background.) Lightning will continue to publish only two books per month, part of its effort to focus on quality rather than quantity.

"In *Bloodfire* #12, Reace is kicked out of the military as a result of being HIV-positive," Joseph says. "That will allow a major change in the character. We then go into a #0 book, which explains Brian Reace's decision to join the military in more depth, and then we take a hiatus. In November, we'll come out with a new mini-series that will just blow people away!"

Joseph laughs. "This should help build up people's interests again, because they'll have to wait for the new mini-series to come out—while we tease them for all that time!"

Perg, which will be done by artists Paul Abrams and David Mowry starting with #6, will go on hiatus after issue #10. "In November, we'll come out with a #0 book, and then proceed into a mini-series format."

When the company's current titles go on hiatus, Lightning fans won't have to do without Lightning comics. Two characters, War Party and DreadWolf, will be featured in *Lightning Comics Presents* #1, a one-shot shipping in May, before each gets his own mini-series.

War Party will debut in July. The title character, an assassin first appeared in *Judgment Day* #3. Lightning's first book to showcase a villain, DreadWolf, who premiered in *Perg* #3, will get his own mini-series in August, temporarily replacing *Perg* on Lightning's product schedule.

"The art team on *War Party* is Terrol Lawrence, who is the current *Bloodfire* penciler, with David Mowry—the current *Perg* inker—doing the inks," Joseph says. "David has done a lot of work for NOW Comics on *The Green Hornet*, and brings with him an immense amount of professionalism.

"As for as *DreadWolf* #1 is concerned, we have Paul Abrams, who is the new *Perg* penciler, penciling the series. Paul is just going crazy with the thing, because he loves werewolves. So it's a great book for him to do, and it really shows! Gary Barnes is the inker on the book. He is a newcomer to the industry, but has been working with Paul for probably three or four years in an apprenticeship capacity. It's something where they know how to work with each other very well, and they're very happy with the work they do. I'm really very excited about the *DreadWolf* series. It's really going to be high-powered stuff."

What else is in store for Lightning? In order to attract more attention to its books, it has produced a commercial. As soon as it's approved by the networks, it'll be broadcast in select areas during comic book related programming, like Marvel's *X-Men* on the Fox network. Also in the works: a trading card series featuring all-new artwork.

Both Zyskowski brothers feel that there's still too much hype and not enough quality product in the comic book industry. "There is promotion overload," says Joseph. "People are saying, 'Enough is enough. There is just too much happening. I can't keep up with it anymore.'"

Joseph believes that today's fans are "looking for something that's fun. They're looking for something that they will like to read—something that is different—and they're not necessarily looking for hype.

"Lightning books are different because we focus on the individual characters first. There is a universe, but we didn't want there to be a centralized theme as to how all these people ended up getting their power."

"The characters are original, and we don't do offshoots of other companies' characters," adds Zach Zaitoma, Lightning's editorial and marketing assistant.

"I think 1994 is going to be a good year for us, because we're ready for it," Steven Zyskowski declares. "We're not out trying to print collectibles—we're out trying to print entertainment. And if that entertainment becomes a collectible, then there's nothing wrong with that at all." ★

"Lightning books are different, because we focus on the individual characters first. There is a universe, but we didn't want there to be a centralized theme as to how all these people ended up getting their power."
—Joseph Zyskowski

Marc Patten is a freelance writer who wishes to thank all the guys at Heroes World Distribution for their support. He's currently wondering why he's based in New York City.

***DreadWolf* and *War Party* grace the cover of this Lightning Comics Presents one-shot. Both are headed for solo mini-series later in the year.**

TOYING AROUND

WITH SEAN AUNE

UNDER NEW MANAGEMENT

Hello and welcome to Toying Around now under new management As the column's former writer Brian Cunningham mentioned last month my name is Sean Aune and I m the new curator of Toying Around

I m sure the first question on your mind is, "What the heck are his qualifications?" Good question I m 22 years old and I can t remember a day of my life when I wasn t surrounded by toys Unlike other mothers mine never made me throw my playthings away, so I'm now surrounded by 22 years of toys! At age 4 I started collecting comic books, and at age 15, I opened Splash Page Comics, a comics store in Kirkswile, Mo

In 1989 when I felt the store was on its feet, I expanded into collectible toys Since then, the company has enlarged both its physical location and its mail-order division Splash Page Comics and Toys International now sells to people in all 50 states and 23 foreign countries

As time progressed, I was occasionally asked to edit fact check, write, and advise on various price guides some of which appeared in these very pages Although you may not know my name you ve probably seen my work

Toy Fair '94 Continues

So with that out of the way let's bring on the news In this issue I'll be covering some of the toy lines that were presented at Toy Fair 94 but which weren't included in our last issue due to space and time constraints Toy Fair was an unbelievable exhibition of so many toy lines that, believe me, no one article could ever cover it all In fact, Toy Fair information will probably continue to pop up in this column all year long

First up is the Shadow toy line from Kenner Some of you might be familiar with the old Shadow radio shows or with the books from DC Comics or, more recently Dark Horse Comics but these figures are based on the new movie starring Alec Baldwin in the title role These figures have a real 1940s feel to them Eight regular figures were shown at Toy Fair Ninja Shadow Quick Draw Shadow Ambush Shadow Transforming

The Shadow TM & © 1994 Tri-Star Pictures, Inc. All Rights Reserved.

From left to right: Ninja Shadow, Quick Draw Shadow, Ambush Shadow, and Transforming Lamont Cranston.

From left to right: Mongol Warrior, Shiwan Khan, Battle Shiwan Khan, and Dr. Macquine.

G.I. Joe TM & © 1994 Hasbro, Inc.

The G.I. Joe 30th Anniversary Hall of Famers. Clockwise from top Action Marine, Action Pilot, Action Soldier, Action Sailor, and Action Soldier

Stargate TM & © 1994 Le Studio Canal+

Look for Hasbro s Stargate assortment coming this summer! Back row Daniel Jackson, Attack Pilot Horus, Anubis, and Lt. Kowalsky Front: Ra, Skaara, Palace Guard Horus, and Colonel O'Neil

Lamont Cranston, Mongal Warrior, Shiwan Khan, Battle Shiwan Khan, and Dr. Macquina. A deluxe electronic figure, Bullet-Proof Shadow, was also presented. The sculpting and coloring on these figures are really first-rate. I especially liked Battle Shiwan Khan!

Of course, anyone who's going to fight crime needs wheels. The Shadow gets around in his Nightmist Cycle, which I think may be the most uncomfortable-looking motorcycle ever: the Mirage SX 100 Convertible, and the Shadow Cab, a souped-up, stylish 1940s cab. Of course, bad guys also need transportation, so be on the lookout for the Shiwan Khan Dragon Bike with a sidecar and launching dragon-head missile. Later in the year, you might also see a playset of the Shadow's hideout.

Tyco's Cadillacs and Dinosaurs line of toys is based on the Mark Schultz comic series published by various com-

CADILLACS AND DINOSAURS ©1994 MARK SCHULTZ

Clockwise from top right: Mustapha Cairo, Jack "Cadillac" Tenrec, Hammer Tarhune, Triceratops, Hannah Dundee, and Vice Tarhune.

panies, which has spawned a Saturday morning cartoon on CBS. The figure portion of the line consists of good guys Jack "Cadillac" Tenrec, Mustapha Cairo, Hannah Dundee, and Jungle Fighting Jack Tenrec; Poachers Hammer Tarhune and Vice Tarhune; and Hermes and the Zeke, two dinosaurs. These toys are available in stores now.

The good and bad guys will ride around in contemporary vehicles with a futuristic twist. Jack and his fellow heroes can cruise in style in a 1950s Cadillac, or Jack can fly solo in his Glider. The bad guys only have Hammer's Tribike. These vehicles will be available soon.

The line will eventually include two larger dinosaurs: a Triceratops and a Kentrosaurus, which are armed and ready to help Jack fight the Poachers. In the fall, look for a Jack's Garage playset and a kid-sized Nitro Express.

Stargate, a film starring Kurt Russell and James Spader, will spawn a toy line from Hasbro. The movie seems to be a cross between *Raiders of the Lost Ark*, *Aliens*, and Egyptian mythology. Although the picture won't be released until August, the figures will be out in June. Each action figure will come with a miniature "artifact" from the movie. The figures are about three and three-quarter inches tall and include Daniel Jackson, Ra, Skaara, Lt. Kowalsky, Palace Guard Horus, Colonel O'Neil, Attack Pilot Horus, and Anubis. The heroes of *Stargate* can get around in their All-Terrain Cruiser or on the back of the Mastadge, a large hairy creature. The followers of Ra can attack from above in their Winged Glider.

I thought *Stargate* was one of the best new toy lines at Toy Fair. The toys were presented to us in a very theatrical manner: there was one small explosion, a couple of actors, a sampling of raw footage from the movie, and a few other surprises. At first, I thought that the glitz had persuaded me to think that the toys were cool, but then I got to play with the figures, and I was highly impressed. The detailing is wonderful; the packaging is beautiful, and this is a line that I am eagerly awaiting. June can't come soon enough!

Normally, I'm not one to go talking about what I think will be a hot collectible, but I don't feel there will be another one quite like this: the 30th anniversary G.I. Joes have the potential to be some of the hottest toys in years. This year, Hasbro will release 12-inch Hall of Fame figures, which are reproductions of the original figures from 1964. The anniversary Joes will be marketed in black boxes with gold foil stamping, and each will be packaged with replicas of the figure's original accessories, uniform, and box. These toys will be produced in limited amounts, but the print runs have not yet been announced.

Also be on the lookout for the three-and-three-quarter-inch versions of the original G.I. Joes, packaged individually or in a boxed set with a bonus figure. While these will be desirable, I feel the real collectibility will be in the larger figures.

A question that's asked a lot around here at *Wizard* is why Toy Biz changed the colors of the Cannonball figure during its production run. I consulted some people at the company, and the answer was fairly simple. They'd wanted a purple figure from the start, but the paint they chose had an unknown drawback: when it was molded to the plastic, the color changed from purple to pink. Many figures were produced before anyone saw the problem, so instead of trashing what had been done, they rereleased the figure and changed the color of the paint to a darker purple. The pink version is the rare one and the revised purple one is not.

Jack's Cadillac with Jack and Hanna figures (figures sold separately)

In other late-breaking news: I've been informed that Mike Allred and some of his other Legend cohorts are planning to release action figures of their respective characters. Allred's Madman will be sculpted by Randy Bowen, a renowned sculptor, and will stand six or seven inches tall. A manufacturer is "up in the air," but Allred hopes to have the figure released by Christmas. It's not yet known which other Legend creators will release action figures, but it's expected that Frank Miller, Art Adams, and Mike Mignola, who are all toy enthusiasts, will partake in the fun.

Well, guys and gals, that's all for my first installment. Remember, if you have any questions or suggestions, write to me at Toying Around, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064. Until next time, see you in aisle 7C.

HOMEMADE HEROES

The four third place winners this month receive an *X-Force* #25 signed by Greg Capullo and *Alpha* #1 and #2 signed by Sam Kieth. The two second place winners receive a set of the Jean Grey and Scott Summers proposal and wedding issues (*Uncanny X-Men* #308-#310 signed by Dan Green and *X-Men* #30 signed by Andy Kubert), a Hot Wheels Spawnmobile, and a Horizon Green Goblin model kit. The grand prize winner receives a Hot Wheels Spawnmobile signed by Todd McFarlane, a set of the Jean Grey and Scott Summers proposal and wedding issues (*Uncanny X-Men* #308-#310 signed by Dan Green and *X-Men* #30 signed by Andy Kubert), a *Batman* #500 signed by Joe Quesada, and a Horizon Green Goblin model kit. If you're interested in entering the homemade figure contest, send entries to: Figure of the Month Contest, c/o Toying Around, 151 Wells Ave., Congers, NY 10920-2014. (No Polaroids—and make sure you focus, dammit!)

Special thanks to Horizon for donating the model kits. You guys rule!

GRAND PRIZE WINNER!

Defender ™ & © Marvel Entertainment Group

"I'm the suckiest superhero ever created."

Defender, the Grand Champion of Lameness, by Trevor Ellis of Brockton, Mass., made with a Toy Biz Silver Surfer figure and a Toy Biz Captain America shield.

Transformer ™ & © Marvel Entertainment Group

SECOND PRIZE WINNER!

"From up here, I can see right into that apartment bull... Hey! That guy's naked!"

The always-impressive Stilt-Man, by Jack Fischetti of Bogota, N.J., made with a Toy Biz Flesh head, a Secret Wars Dr. Doom body, and wooden dowels for legs.

THIRD PRIZE WINNER!

The Planet ™ & © Alan Moore, Stephen Bissette and Rick Veitch

"Man...I could really use a coffee enema."

The Planet of 1985's Mystery Incorporated, by Michael Wakeman of Ames, Iowa, made from a Toy Biz Hulk.

Hammer and Anvil ™ & © Marvel Entertainment Group

SECOND PRIZE WINNER!

"Ebony...and Ivory..."

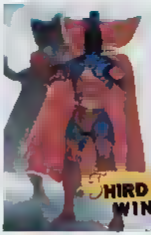
The singing duo of Hammer and Anvil by, yes, Trevor Ellis, earning his title as "He who has way too much free time." Both were made from Toy Biz Silver Surfers.

Tornado ™ & © Marvel Entertainment Group

THIRD PRIZE WINNER!

"No way, Defender... I'm the suckiest character in existence. Want proof? Take a look at this tie."

Terror, by Tom Lotz of Tallahassee, Fla., made from a Cowabunga body, a Super Mario Brothers Goombe head, and a Toy Biz Joker hat.



Gladiator ™ & © Marvel Entertainment Group

THIRD PRIZE WINNER!

"Why, if I had eyes, I'd go to a different barber!"

Gladiator, by Mark R. Comeau of Millbury, Mass., made with a Gideon figure and Styfe cape.

Mr. Monster ™ & © Marvel T. Gilbert

THIRD PRIZE WINNER!

"This bed is nice and comf...hey—is there a camera behind that ceiling mirror?"

Mr. Monster, by Matt Derbyshire of Niagara Falls, Ontario, Canada, made from a Toy Biz Flash.

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PALMER'S PICKS

Comics Experience

In the mid '80s a number of revisionist superhero comics appeared. Works like Alan Moore and Dave Gibbons' *Watchmen*, Frank Miller's *Batman: The Dark Knight Returns*, and Rick Veitch's *The One* deconstructed the superhero myth and looked at it with an analytic and investigative eye. Pat Mills and Kevin O'Neill's outrageous and ultraviolent *Marshal Law* stands in stark contrast with those comics. If *Watchmen*, *The Dark Knight* and *The One* dissect superheroes with precision instruments, then *Marshal Law* is a completely over-the-top examination of superheroes.

Epic Comics first published *Marshal Law* in a six-issue run which began in 1987. It shocked and offended just about everybody, since it featured scenes of destruction, mutilation and drug use, with the occasional severed body part or nude figure thrown in for good measure. The original storyline, "Fear and Loathing," introduced a world in which superheroes are dangerous psychotics, except for the title character, a slightly sadistic San Futuro police officer who kills just about every "hero" he meets. Against a postapocalyptic backdrop, the Marshal investigates the sick crimes of Sleepman, a disfigured criminal who rapes and kills women dressed as the superheroine Celeste, and his connection to Public Spirit, America's favorite hero.

"Fear and Loathing" was followed by the *Crime and Punishment*, *Marshal Law Takes Manhattan* one-shot, also from Epic. Mills and O'Neill turned their attention to the Marvel superheroes in this story, in which Marshal Law disposes of a group of heroes who bear more than just a passing resemblance to Mr. Fantastic, Thor, Captain America, and Dr. Strange.

Marshal Law next appeared in *Toxic!*, a short-lived weekly British comic anthology published by Apocalypse. Those serialized stories, "Kingdom of the Blind" and "The Hateful Dead," were later collected and published as a one-shot and a two-part mini-series, respectively, by Apocalypse. Once again, Marshal Law disposes of "heroes," this time a thinly disguised version of Batman in "Kingdom of the Blind" and an army of undead Golden Age superheroes in "The Hateful Dead." Apocalypse folded before it could print the second part of *The Hateful Dead*, but Dark Horse published the conclusion to the story in *Super Babylon*.

Kevin O'Neill's art for *Marshal Law* is truly disturbing and disgusting. In *Marshal Law*, he pulls no punches, filling pages with big guns and phallic symbols as well as brutal depictions of violence and destruction. His characters are rendered in a sharp, angular style, and the destruction is so exaggerated and extreme that the reader can only be disgusted.

Pat Mills's writing is layered with both satire and parody. He exposes the ironic differences between the messages heroes give and the way their actions are actually interpreted. Superhero subgenres and specific superheroes are parodied through harsh, abrasive situations and cruel jokes. Mills's character is so versatile that he can be placed into many different situations and still be believable. Not only has Marshal Law gone up against superheroes, he's also taken on the monster from the *Alien* films.

The Harvey Kurtzman superhero parodies from EC Comics's original *Mad* had a strong influence on *Marshal Law*. Stories like "Superduperman!" and "Bat Boy and Rubin," both drawn by artist Wally Wood, were full of throwaway background jokes and slogans written

Superhero subgenres and specific superheroes are parodied through harsh, abrasive situations and cruel jokes.

By Tom Palmer Jr.

an characters and walls *Marshal Law* makes full use of those devices depicting characters in gaudy ridiculous costumes and featuring offensive and suggestive slogans like "Nuke Me Slowly" and 'Feat and Loath ng' scrawled on people guns cars and buildings

Revis onist superhero comics have spawned a host of 'grim and gritty' copycats that seem to miss the point completely *Marshal Law* is one of the original revisionist stories and the main reason for its longevity and appeal is that it doesn't take itself too seriously All of the destruction and mayhem is done with tongue firmly in cheek

Update: in the "Recommended Reading" section of Palmer's Picks in *Wizard* #32, the first part of my look at minicomics I mentioned the *City Limits Gazette* a newsletter about the small press Well silly me I forgot to mention that the *CLG* doesn't exist anymore! If you sent any money to Steve Willis the editor of *CLG* don't worry he's a nice guy and will probably send you some of his comics instead If you're still interested in seeing a newsletter of some sort check out *The Poopsheet* from Rick Bradford Send a dollar (four will get you a subscription) to Rick Bradford P O Box 161095 Fort Worth TX 76161-1095

I m still interested in letters of any kind (especially proposals for indecent acts) so send your stuff to Palmer s Picks c/o Wizard Press, 151 Wells Ave Congers, NY 10920-2064 ★

Tom Palmer Jr is a New Jersey-based writer who means the world to Keith, Bhatot, Jamie Bryan, Brian Pete, and Peter

RECOMMENDED READING

Twisted Sisters Comics: Diane Noomin is the editor of this diverse collection by some of today s top women cartoonists including cover artist Mary Fleener Carol Tyler, Carol Maserwitsch and Fiona Smythe *Twisted Sisters* is published by Kitchen Sink Press

Tom's Recommended Reading

Marshal Law has an interesting publishing history The comic has been printed by a number of publishers, so it takes a bit of work to track down

Fear and Loathing: The original story was published by Epic from 1987 to 1989 as a six-issue series The story was later collected with a new cover, an introduction by Clive Barker and a new eight-page prologue

Crime and Punishment: Marshal Law Takes Manhattan: The bookshelf format special was published by Epic in 1989 Mark Nelson inked over Kevin O Neill's pencils and Mark Chiarello helped out on the coloring

Kingdom of the Blind: Apocalypse published this story, which was originally serialized in *Toxic!* as a one shot *Toxic!* and both of Apocalypse s Marshal Law collections were distributed very sparsely in the United States so it might be difficult to track these books down

The Heteful Dead: This is another serialized story collected by Apocalypse Apocalypse went out of business before it could release the second half of this mini-series As stated above, this comic was not widely distributed, so copies may be hard to find.

Super Babylon: Dark Horse saved Marshal Law from limbo by publishing this conclusion to *The Heteful Dead* Since not many people saw the first part of the story this comic didn t make much sense to anybody

Blood, Sweat, and Fears: To make everybody happy Dark Horse published this trade paperback of the two collections from Apocalypse and the conclusion to "The Heteful Dead " The book has a new cover by O Neill a selection of promo art, an afterword by Trina Robbins and two cobottoils by Pat Mills

Law in Hell: Marshal Law returned to Epic to take on Pinhead from the *Hellraiser* films. Surprisingly the story works without diluting the concept behind either character The story ran two issues, with coloring by Steve Buccellato

Secret Tribunal: Dark Horse released the first part of this two-issue storyline near the end of 1993 The conclusion should be out by summertime

MARSHAL LAW ™ & © PAUL MILLS AND KEVIN O'NEILL

COMIC BOOK INTELLIGENCE QUOTIENT

CBIQ

It's time to test all that wonderfully worthless comic book knowledge you've accumulated from spending hour after hour reading comics when you should've been out playin' craps. What follows are 25 of the hardest questions ever slapped together by a band of slacy fanboys. We've also included the Fanboy-O-Meter, which you can use to gauge how mucho you are.

This month, we're grading your comic knowledge against farts.

score	rank
0-5	The Woofer Fart (all bark, no bite)
6-12	The "Bad Dog" Fart (a dog fart after he eats too much cheese)
13 19	The "Pull Cord" Fart (sounds like someone pulling the cord on a lawnmower smells like the big fat unwashed guy pulling the cord)
20-24	The S B D Fart (Silent But Deadly)
25	The Dreaded "It felt like a fart but it was you know" Fart

1. When Professor Xavier first met Nightcrawler, Nightcrawler was:
A) in a carnival sideshow.
B) languishing in a cage where he'd been left to die
C) about to have a stake driven through his heart
D) passing himself off as Ethel Merman and doing two shows a week in Vegas

2. What's Puma's real name?
A) Benedict Stormson
B) Thomas Fireheart
C) Kyle Hawke
D) Thomas Bearclaw

3. After Spawn died, Spawn's wife, Wanda Blake, married:
A) Terry Fitzgerald.
B) Al Simmons.
C) Tony Lobito
D) Kyle Zimmerman

4. Which of the following characters has not contracted or died from the mutant legacy virus?
A) Madrox
B) Pyro
C) Illyana
D) Sauron

5. The name of Catwoman's butler is:
A) Alfred.
B) Jarvis.
C) Wilder
D) Lyons

6. What nationality was Kraven the Hunter?
A) Russian
B) Argentinean
C) German
D) French (which would explain why he's so annoying)

7. The X-Mansion is located in:
A) New York.
B) New Jersey.
C) Connecticut
D) Staten Island

8. Which organization created the Bizarro clone?
A) S.T.A.R. Labs
B) LexCorp
C) Project Cadmus
D) General Mills

9. The original roster of the West Coast Avengers consisted of:
A) Hawkeye, Mockingbird, Wonder Man Vision, and Tigra
B) Hawkeye Mockingbird, Iron Man, the Shroud, and Tigra
C) Hawkeye, Mockingbird, Wonder Man, Iron Man and Tigra
D) more second rate characters than you can shake a copy of *Force Works* #1 at

10. Old Hulk nemesis General "Thunderbolt" Ross once possessed the power of which supervillain?
A) Zzzax
B) T Rex
C) Abomination
D) Cap'n Eggs

11. The Venom symbiote come from:
A) another planet
B) A.I.M.
C) a toxic dump
D) the Negative Zone

12. Jocasta's mind was patterned after which Avenger's brain waves?
A) Tigra
B) Moondragon
C) Wasp
D) Scarlet Witch

13. Which of the following Titans didn't go bad?
A) Raven
B) Terra
C) Jericho
D) Speedy

14. Egghead was killed by:
A) Hawkeye
B) Tigra (Geez—how many times have we mentioned Tigra so far?)
C) Wonder Man
D) Hank Pym

15. Who killed Robin II?
A) The Scarecrow
B) The Joker
C) Abattoir
D) Tim Drake (he really, really wanted to wear short pants and get close to Batman, if you know what I mean)

16. The powers of the Marvel Universe's Black Cat were originally augmented by:
A) Power Broker
B) Brother Voodoo
C) Dr. Faustus
D) Kingpin

17. What was the name of Bruce Banner's anti-Hulk squad?
A) H.U.L.K.E.D.
B) The Hulkbusters
C) A.H.S.
D) Victims of Ellison

18. Strong Guy has a fetish for:
A) brandy
B) whiskey
C) beer
D) guys with leather masks

19. What was the fate of Reed and Sue Richards' second child?
A) It was aborted to save Sue's life
B) It was stillborn
C) It was given to a Watcher so he could watch over it and make sure it learned to control its reality-warping powers
D) The Thing ate it

20. In the DC Universe, Matrix became which Superman supporting character?
A) Lex Luthor II
B) The Guardian
C) Snapdragon
D) Supergirl

21. Kraven the Hunter was hired to bring in Spider-Man by:
A) the Chameleon
B) Donald Trump
C) J. Jonah Jameson
D) the Tinkerer

22. Who was the first-ever Avenger-in-Training?
A) Hawkeye
B) Spider Woman
C) Captain Marvel II
D) Tigra... whoop, almost said her name again!

23. Cyclops and Havok are:
A) immune to each other's blasts.
B) both "Class Omega" mutants
C) both clones of their father
D) really Siegfried and Roy.

24. What was the Human Torch and Spider-Man's secret meeting place?
A) On top of the Fantastic Four skyscraper
B) On top of the Empire State Building
C) On top of the Statue of Liberty
D) Under the porch out back

25. The Starwatchers are the descendants of:
A) L.E.G.I.O.N.
B) the H.A.R.D. Corps
C) the Galactic Guardians
D) the Wristwatchers

stupid but fun

Back in the mid '40s, Superman became so popular that DC created Superboy. That was kinda lame, but acceptable. Then, in the late '50s, Supergirl was introduced. This was stretching things a bit, but she proved to be pretty popular, which opened the door for one of the stupidest collection of characters ever to appear in comics: the Superpets. Krypto, Superman's pet dog, was fairly lame. Streaky the Supercat was silly. Comet the Superhorse was stupid. Beppo the Supermonkey was the worst. All in all, a dark page in comic book history. Thank god *Crisis* wiped 'em all out.

The Stuff... Have That Superpower TM & © DC Comics

A	N	S	W	E	R	S																			
1 C	2 B	3 A	4 D	5 C	6 A	7 A	8 B	9 C	10 A	11 A	12 C	13 D	14 A	15 B	16 D	17 B	18 B	19 B	20 D	21 C	22 C	23 A	24 C	25 B	

Mars Attacks!

Those pesky Martians have decided to invade Earth, and to help celebrate the end of civilization as we know it, Topps Comics and Wizard Press have cooked up a contest in which you can win some great Mars Attacks stuff before you're fried to a crisp in a nuclear blast or eaten by a giant bug.

Here's what you can get your endangered paws on:

Win this original Giffen art!

Grand Prize (One winner)

The original art for the cover of *Mars Attacks* #1!

Second Prize (One winner)

Keith Giffen's original 22-page panel-by-panel visual breakdown for *Mars Attacks* #2!

Third Prize (10 winners)

A set of *Mars Attacks* #1-#5 signed by Keith Giffen, Len Brown, and Charles Adlard!

Fourth Prize (15 winners)

A copy of *Mars Attacks* #1 signed by Keith Giffen, Len Brown, and Charles Adlard!

Fifth Prize (25 winners)

A complete set of the rerelease of the Topps Mars Attacks trading card set!

SO HOW CAN YOU WIN ALL THAT COOL STUFF? SIMPLE. ALL YOU GOTTA DO IS ANSWER THE THREE MARS ATTACKS TRIVIA QUESTIONS—SEE *MARS ATTACKS* #1, ON SALE IN MAY, FOR THE ANSWERS—SCRIBBLE THE ANSWERS DOWN ON THE OFFICIAL MARS ATTACKS ENTRY FORM, AND MAIL THE WHOLE THING OFF TO

Mars Attacks Contest
c/o Wizard Press
151 Wells Ave.
Congers, NY 10920-2064

Hurry up! The Earth explodes and this contest ends on June 10, 1994!

Questions:

1. In what country does *Mars Attacks* #1 begin?

2. What species of giant insect shows up at the end of *Mars Attacks* #1?

3. Where are the Martians hanging out while they do their dirty deeds?

ENTRIES DUE BY JUNE 10, 1994!

Mars Attacks

I am:

NAME (PLEASE PRINT CLEARLY) AGE

HOME ADDRESS

CITY STATE ZIP

PHONE (DON'T FORGET YOUR AREA CODE)

NAME OF STORE WHERE YOU BUY YOUR COMICS

STORE ADDRESS

CITY STATE ZIP

PHONE (DON'T FORGET THE AREA CODE)

Answer to question #1: _____

Answer to question #2: _____

Answer to question #3: _____

The Fine Print

No purchase necessary. Contest is open to anyone except employees of Wizard Press and Topps Comics, their immediate families, and those fraudulent Martian jerks. Fill out your name, address, city, state, zip code, telephone number with area code, the name and address of the store where you purchase comics, and the Mars Attacks trivia answers on the Official Mars Attacks Entry Form or a three-by-five-inch index card. Enter as many times as you like. Mail each entry to Mars Attacks Contest, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064. No mechanical reproductions will be accepted. All entries become the property of Wizard Press, and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes are offered. The prizes will be awarded in the names of the contest winners and are not transferable. Only one prize per household. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purpose and rules hereof. **All entries must be received at contest headquarters by June 10, 1994.** Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. The prize winners will be selected in a random drawing from all properly completed entry forms received at contest headquarters. The random drawing will be conducted on June 13, 1994, by Wizard Press.

For a list of winners, available after June 30, 1994, send a stamped, self-addressed envelope to Mars Attacks Winners, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064, or just look in future issues of Wizard!

ALL MARS ATTACKS ART ™ & © TOPPS COMICS INC

1994 Wizard Fan Awards!

THE SECOND ANNUAL *WIZARD* FAN AWARDS ARE UPON US, AND ONCE AGAIN, IT'S TIME FOR COMICDOM'S MASSES TO PUT PENS TO PAPER AND CAST THEIR VOTES. WHO'S THE BEST COMIC ARTIST? BEST COMIC WRITER? COOLEST SUPERHERO? VILEST VILLAIN? YOU DECIDE!

TRULY A GALA EVENT

Photo: UPI/BETTMAN

Entry Rules:

• The only comic issues eligible for the 1994 *Wizard* Fan Awards are those published between September 2, 1993, and September 1, 1994. Story arcs, ongoing titles, mini-series, trading card lines, toy lines, and TV programs which debuted before September 2, 1993, or after September 1, 1994, are eligible if at least one of its comics, cards, toys, or episodes appeared between those dates.

• Print one and only one favorite in each category. If more than one favorite is listed in a single category, none of them will be counted.

• All ballots must be received at Wizard Press by September 9, 1994. Ballots received after the deadline will not be counted.

• Print clearly. Use a separate sheet of paper if necessary. Just make sure everything is legible so your votes can be counted.

• Fill out the official *Wizard* Fan Awards ballot and mail it to:

Wizard Fan Awards '94
c/o Wizard Press
151 Wells Ave.
Congers, NY 10920-2064

Do you wanna know the winners? So do we.
A list of the top vote-getters in each category will be printed in *Wizard* #39, and a list of winners will appear in *Wizard* #40.

Official Wizard Fan Awards Ballot

Wizard Fan Awards '94

Creators:

Favorite Penciler _____
Favorite Inker _____
Favorite Colorist _____
Favorite Painter _____
Favorite Cover Artist _____
Favorite Letterer _____
Favorite Writer _____
Favorite Editor _____

Characters:

Favorite Hero _____
Favorite Heroine _____
Favorite Villain _____
Favorite Villainess _____
Favorite Supporting Character (Male) _____
Favorite Supporting Character (Female) _____
Most Improved Character (Male) _____
Most Improved Character (Female) _____

Products:

Favorite Story _____
Favorite Story Arc (two or more issues) _____
Favorite Ongoing Title _____
Most Improved Ongoing Title _____
Favorite One-Shot/Specialty Book _____
Favorite Mini-Series _____
Favorite Cover _____
Favorite Publisher _____
Favorite Trading Card Series (non-sports) _____
Favorite Toy Line (industry-related) _____
Favorite TV Program (industry-related) _____

I am:

Name _____
Street _____
City _____
State _____ Zip _____

Send your ballot to:
***Wizard* Fan Awards '94**
c/o Wizard Press
151 Wells Ave.
Congers, NY 10920-2064

BALLOTS DUE BY SEPT. 9, 1994!

the WIZARD OF CARDS

By Stephen Shamus

SkyBox will release a DC Master Series in June. This set, the first of its kind for the DC Universe, will be similar to Marvel Masterpieces, meaning it'll boast fully painted images, high-quality production, and a limited print run. The set's artists include

DC Meets the Masters

Nelson, Julie Bell, and John Bolton. Only 10,000 individually numbered 20-box cases are being produced, and the boxes will be numbered from 1 to 200,000. Packs will contain eight cards and have a suggested retail price of $1.49 each.

This 90-card set is broken down into character subsets which focus on Superman's allies and opponents, Batman's allies and opponents, et cetera. Chase cards include foil cards of Wonder Woman, Aquaman, Green Arrow, and Hawkman randomly inserted at the rate of two cards per box.

Five double-sided Spectra-Etch cards are also randomly inserted: the first-ever cards to feature Spectra-Etch on both sides. Each card will feature a hero on one side and his nemesis on the other, except for Bill Sienkiewicz's, which will have Loba on both sides. Joe DeVito is doing Kyle Rayner/Evil Hal Jordan, Tom Fleming is doing Superman/Doomsday, Brian Stelfreeze: Flash/Reverse-Flash, and Simon Bisley: Batman/Joker. These double-sided cards come only one to a box, so they should be in high demand.

Superman is featured in this set's SkyDisc. When the SkyDisc is placed on a table under strong light, the Man of Steel appears as a 3-D figure standing inside the disc. This goodie comes only once every 10 boxes, which should make it just as sought after as the Batman SkyDisc from the Batman: Saga of the Dark Knight card set.

SkyBox also has a Youngblood trading card set on tap. Besides a tentative late-summer release date, little else is known about these cards. We'll keep you posted.

In mid-May, Pyramid/Upper Deck will release a Valiant set including a few real-life people. This new 120-card collection, entitled The Valiant Files: Secrets from the Harbinger Foundation, has Reggie Jackson, Joe Montana, Ken Griffey Jr., and Michael Jordan cards—it turns out they're Secret Harbingers. The display boxes are plastic cases shaped like filing cabinets, each drawer containing hanging file folders which in turn contain the packs, giving the impression that the cards are actually part of someone's secret files.

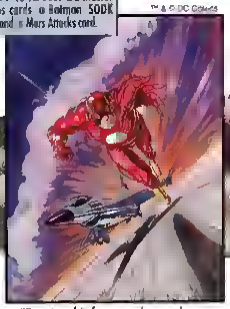
Every pack will include one of 36 three-and-a-half-by-five-inch fold-out cards, which are numbered as part of the set. The series also includes a 30-card Harbinger Recon subset, a 21-card News Clippings subset, and a 28-card Harada's Assessments subset.

The chase cards include nine Eggbreaker foil cards, which when placed together form a larger image, seven Harada's Archives cards, which are foil cards commemorating milestone events, and two Limited Edition (LE) cards featuring Sting battling Harada. Both LE cards are four-level color holograms. There are eight cards to a pack, with a suggested retail price of 99 cents per pack.

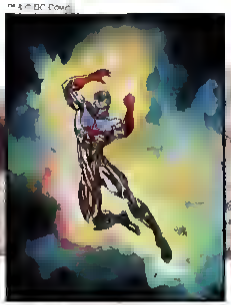
There's new info on Topps's Mars Attacks series, which was mentioned last issue. The new series will be shot from the original film, so it should look pretty crisp. We also have a list of artists who are working on the 35 all-new cards: Simon Bisley, Mike Mignola, Mark Schultz, Ken Steacy, Dave Dorman, Frank Brunner, Keith Giffen, Tim Truman, Charles Vess, and more will be included. Inside sources indicate that one of the "and more" may be Frank Frazetta, who's been contacted about working on the set.

SkyBox has three different science fiction sets scheduled to ship soon. The Star Trek: The Next Generation Episodes set we mentioned last issue has been pushed back to May to coincide with the season-ending episode on May 20. That will be the show's last episode ever although, the *ST:TNG* characters will make the movie debut in November '94. SkyBox holds the card rights to the film and will produce a set at that time. Price and method of distribution have yet to be determined for either set.

From l. to r.: Four DC Master Series cards: a Batman SDDK card and a Mars Attacks card.



"Running this fast sure does make my face contort in weird ways!"



Captain Atom lets off some gas, er...*steam*.

How does Azrilliots inspire fear in men's hearts while wearing Andy Gibb model superhero pants?!

At the end of May look for a 100-card set based on *seaQuest DSV* the popular science-fiction TV series Subsets include a 70-card first season subset, a character subset and a design subset Look for summaries of each episode on the backs of the first season subset cards and schematics of the show's gadgetry on the backs of the design subset cards Packs will contain eight cards and carry a suggested retail price of $1 29 each Four foil enhanced bonus cards will be randomly inserted.

Star Trek Master Series 2 is also due out from SkyBox This set scheduled for a July release, follows up an 1993's popular first series It features all-new paintings by Boris Vallejo, Joe Juska, and Julie Bell. We'll have more details shortly

In May, Fleer will release a 150-card Beavis and Butt Head set featuring animation cels pictures from their book *This Book Sucks* and original art Packs will contain 10 cards and bear a suggested retail price of $1 79 each The chase cards include 10 scratch n' sniff cards featuring the smells of body odor, smoke, and bad food

Jim Lee's Wildstorm Productions is working on its first trading card series Wildstorm Set 1, due out in June Each of the set s 100 cards all of them chromium will feature original art by Lee Marc Silvestri, and a goggle of other artists The subsets will focus on WildC A T s, StormWatch Gen[13], Union WetWorks, and Deathblow

Nine chase cards are planned for the set, all of them refractive foil chromium cards J Scott Campbell will do a Gen[13] card Travis Charest a StormWatch card and Lee a WildC.A T s card, the others haven t been set yet There will also be an as-yet unspecified number of cards autographed by various creators Each pack will contain six cards, although the suggested retail price was not set at press time

The Wildstorm cards will be more than just collectibles—they'll also function as playing pieces in a card combat game Each box will contain instructions on how to play

in many stores thanks to all the goodies in the packs The acetate cards are dynamite, the only problem being that if you don t have all three they make no sense The wiggle cards are great especially the pop-drinking belching Barney card.

The recently released Batman Saga of the Dark Knight cards have been selling very well. The limited nature of the product combined with the fact that it's the first comic Batman set since the '60s has helped make this series successful

SkyBox's other recent hit, Ultraverse 2 Origins, has sold through quite well, due in large part to its limited production of 3 975 cases The cards are for better than those of the first series which did not go over too well At the time of the first set's publication Ultraverse had not established either a reputation or a fan base Now that both of those are in place, the Origins cards are selling well

Fleer Ultra X-Men is still huge, with no decline in sight All the chase sets are in high demand mostly due to the fact that they were relatively easy to obtain That made most collectors want to collect all the cards, and their efforts to assemble complete sets continue to help pack sales

Aeropunchie ™ & © Wildstorm Productions DBA Aeon Entertainment

MArket WATCH

SkyBox has sold out all three products which are now performing very well on the secondary market The Simpsons card set a huge hit was obviously underordered It instantly sold out

™ & © DC Comics

"I can block bullets with my bracelets or my hair—I use Aqua Net hairspray."

™ & © Topps

"I am from the planet Cerebellum and I will snatch you away from Earth!"

™ & © DC Comics

"Hey Bats, I never knew Superman was Burt Reynolds. He's really taking that divorce from Lois pretty hard."

the wizard card price guide

Thanks to pricing information provided by dealers throughout the country, the following card price guide is the most accurate listing available for these trading cards. In the following price guide, cards are shaded to highlight an increase or decrease from last month's listing. If a price rose from last month's listing, it is shaded pink. If it fell from last month's listing, it is shaded blue. This does not necessarily mean a product will continue to rise or drop in the months ahead. Also please note that this is only a guide—prices may vary depending on retailer location and both the local availability and popularity of a set or card. Some products, due to scarce availability and high demand are listed as N.A. (Not Available).

BATMAN: SAGA OF THE DARK KNIGHT

SKYBOX 1994

Full Set (100)	15.00
Unopened Box	50.00

YEAR ONE

1	Saga of the Dark Knight	.50
2	The Cave	.15
3	The Permanent Nightmare	.15
4	Training Ground	.15
5	Shaman	.15
6	Crime Alley	.15
7	The Omen	.15
8	Two Sides of the Same Coin	.15
9	Face to Face	.15
10	Falsely Accused	.15
11	Feline Fatale	.15
12	Finding a Friend	.15
13	Birth of the Joker	.25
14	First Impressions	.15
15	Partners in Crime	.25
16	Not... Strong... Enough	.15
17	The Power of Venom	.15
18	Withdrawal	.15

ROBIN

19	Dick Grayson	.25
20	Broken Bones	.15
21	Nightwing	.25
22	Jason Todd	.25
23	Out of Line	.15
24	A Death in the Family	.25
25	Tim Drake	.25
26	Uneasy Alliance	.15
27	Severed Ties	.15

DYNAMIC DUO

28	A Sacred Trust	.15
29	Partners	.15
30	Demon's Head	.15
31	My Father's Killer	.15
32	Equal Justice	.15
33	The Cult	.15
34	Proving Ground	.15
35	Rite of Passage	.15
36	Seduction of the Gun	.15

A DEATH IN THE FAMILY

37	"That's It!"	.15
38	Freedom of Madness	.15
39	The Search	.15
40	Missile Deal	.15
41	Reunion	.15
42	Betrayal	.15
43	Mourning Time	.15
44	Ultimate Joke	.15
45	Two-Minute Warning	.15

NEMESES

46	The Joker	.30
47	Catwoman	.30
48	Two-Face	.25
49	The Penguin	.25
50	Ra's Al Ghul	.15
51	The Scarecrow	.15
52	The Mudpack	.15
53	The Riddler and Poison Ivy	.15
54	Killer Croc and Scarface	.15

A LONELY DYING PLACE

55	Consumed by Guilt	.15
56	"Am I Mad?"	.15
57	Homecoming	.15
58	Confrontation	.15
59	Double Jeopardy	.15
60	Reunited	.15
61	Only a Boy	.15
62	Never Again	.15
63	Inhumon	.15

SWORD OF AZRAEL

64	Inheritance	.25
65	Lerhah	.25
66	Knight of St. Dumas	.25
67	Hostage	.25
68	Savior	.25
69	Trial by Fire	.25

VENGEANCE OF BANE

70	Birth	.30
71	Transfusion	.25
72	Hunt	.25

KNIGHTFALL

73	Arkham Breakout	.25
74	One Down	.15
75	Behemoth	.15
76	Meet Mr. Zsasz	.15
77	Tipping the Scale	.15
78	Bloodlust	.15
79	Inferno	.15
80	The Vision of Vines	.15
81	Clueless	.15
82	Equal Rage	.15
83	Face Met	.15
84	The Broken Bat	.30
85	Accept the Cowl	.15
86	Bad Blood	.15
87	Anarchy/Law	.15
88	Claws for Bane	.15
89	The Vision	.15
90	King of Gotham	.15

KNIGHTQUEST

91	The Crusade	.25
92	Back Off!	.15
93	Charades	.15
94	Prince of Fools	.15
95	Corrosion	.15
96	No Deals!	.15
97	Off the Deep End	.15
98	Dehumanized	.15
99	KnightEnd	.15
100	Checklist	.15
	SkyDisc	45.00

Spectra-Etch

Full Set (5)	40.00
Single Batman Spectra-Etch Cards	8.50

DC COSMIC CARDS

SKYBOX 1993

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Unopened Box	16.00
Box Set (4 500)	35.00
Commons	.05

1	Golden Age Blue Beetle	.10
9	Modern Age Green Lantern	.20
16	Golden Age Superman	.35
17	Silver Age Superman	.35
18	Modern Age Superman	.60
27	Modern Age Luthor	.15
33	Aquaman	.10
44	Deathstroke	.10
34	Guy Gardner	.10
65	Nightwing	.20
72	Ragman	.10
75	Speedy	.10
120	Lobo	1.10
128	Darkseid	.20
175	Checklist A	.10
180	Checklist B	.10

Holograms

Full Set (10)	$35.00

DH1	Clark Kent & Lois Lane	4.00
DH2	Darkseid	3.50
DH3	Deathstroke the Terminator	3.50
DH4	Flash	3.25
DH5	Green Lantern	3.75
DH6	Hawkman	3.25
DH7	Lobo	3.75
DH8	Superman	4.00
DH9	Wonder Woman	3.25
DH10	Wavender	3.50

DC COSMIC TEAMS CARDS

SKYBOX 1993

Full Set (50)	$13.00
Unopened Box	22.00
Commons	.15

37	Superman	.80
44	Green Lantern	.40
45	Flash	.20
59	Nightwing	.20
60	Deathstroke	.20
80	Lobo	1.10
114	Death	1.10
118	Phantom Stranger	.20
119	Sandman	1.10
131	Luthor II	.70
133	Brainiac	.25
134	Doomsday	1.25
146	The Ray	.40

Holograms

Full Set (8)	$33.00

DCH11	Captain Marvel	5.00
DCH12	Hawkman	5.00
DCH13	Lobo	6.25
DCH14	The Spectre	5.00
DCH15	Superman	6.50
DCH16	Swamp Thing	5.00

MALIBU ULTRAVERSE 2. ORIGINS

SKYBOX 1994

Full Set (90)	$12.00
Unopened Box	36.00

1	Anything	.10
2	Atom Jack	.20
3	Atom Boy	.10
4	Chaos	.20
5	Dragonjack	.10
6	Electric Cute	.20
7	Firearm	.25
8	Grenade	.20
9	Hardcore	.30
10	Lady Killer	.20
11	Mantra	.25
12	The Night Man	.25
13	Outrage	.10
14	Plug	.10
15	Pressure	.10
16	Primal	.40
17	Prototype	.25
18	Shadow Mage	.10
19	Slayer	.10
20	Sludge	.25
21	Solitaire	.25
22	Spectral	.20
23	Sweet Face	.10
24	Tech	.10
25	Telenight	.10
26	Veil	.10
27	Wonderlike	.25
28	Wrath	.25
29	Vrail	.20
30	Zip Zap	.20
31	Lord Pumpkin	.20
32	Boneyard	.20
33	Death Dance	.10
34	Mangle	.10
35	Scourge	.10
36	Blind Faith	.10
37	Darkwave	.10
38	Dirt Devil	.10
39	Mosley	.10
40	Death Wish	.10
41	Anima	.10
42	Heater	.10
43	Rhiannon	.10
44	Blood Storm	.10
45	Fierce	.10
46	KunstDeadly	.10
47	Vertigo	.10
48	Hellion	.10
49	Radicals	.10
50	Ranger	.10
51	Meat Hook	.10
52	Firefire	.10
53	Mastodon	.10
54	Rivermen	.10

ALADDIN

55	Prime	.30
56	Mantra	.20
57	The Solution	.20
58	Strangers	.25
59	Sludge	.20
60	Warstrike	.20
61	Firearm	.20
62	Hardcase	.25
63	The Night Man	.20

BATTLES

64	Squad/NM-E	.10
65	Prototype/Prime	.25
66	Hardcase/Aladdin	.20
67	Strangers/Aladdin	.20
68	Prime/Hardcase	.30
69	Warstrike/Wrath	.20
70	Night Man/Freeze	.20
71	Mantra/Boneyard	.20
72	Darkwave/Prime	.20

RUNE

73	Rune	.25
74	Rune	.25
75	Rune	.25
76	Rune	.25
77	Rune	.25
78	Rune	.25
79	Rune	.25
80	Rune	.25
81	Rune	.25

ROOKIES

82	Rush	.10
83	Masque	.10
84	Flood	.10

"The Cosmalite Maid Where's Rusty Jones when you need him?" Batman: Saga of the Dark Knight #95

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You d think that with a name like Ragman, he'd know enough to cover the babe's butt! DC Cosmic Card #72.

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85 Pistol ... 10
86 Riptire ... 10
87 Smoke ... 10
88 Rubble ... 10
89 Tyrannosaur ... 10
90 Checklist ... 20

Bonus Cards
Full Set (9) ... $30.00
81 The Operator ... 4.50
82 ElectroCute ... 4.50
83 Lady Killer ... 4.50
84 Choice ... 4.50
85 Pressure ... 4.50
86 Sweet Face ... 4.50
87 Tech ... 4.50
UB1 Mantra ... 12.00
UB2 Vital ... 8.00

MARVEL MASTERPIECES

SKYBOX 1992
Full Set (100) ... $45.00
Tin Set ... 70.00
Unopened Box ... 110.00
Commons ... .50
1 Hulk ... 1.75
6 Beast ... 2.00
7 Beast ... 2.50
8 Archangel ... 2.25
9 Apocalypse ... .90
11 Daredevil ... 1.75
13 Cyclops ... 2.25
14 Colossus ... 2.25
16 Captain America ... 2.25
18 Cable ... 3.00
22 Elektra ... .80
24 Dr. Strange ... 1.75
26 Dr. Doom ... 1.50
29 Gambit ... 3.00
31 Human Torch ... .70
32 Hulk ... 2.00
33 Hobgoblin ... .70
35 Hawk ... 2.00
36 Green Goblin ... .70
37 Ghost Rider ... 1.00
38 Iron Man ... 2.00
39 Invisible Woman ... .70
40 Iceman ... 1.75
42 Leader ... .60
45 Juggernaut ... .85
46 Jean Grey ... 2.00
49 Magneto ... 2.50
53 Magi ... .70
57 Namor ... 2.00
58 Mr. Sinister ... .60
59 Mr. Fantastic ... .70
60 Morbius ... .60
62 Nightcrawler ... 2.25
65 Night Thrasher ... .80
66 Psylocke ... 2.50
68 Professor X ... 2.00
69 Phoenix ... 1.75
70 Nova ... .90
71 Quicksilver ... .75
73 Punisher ... 1.00
74 Shatterstar ... 2.00
75 Shadowcat ... 1.20
78 Sabretooth ... 3.00
79 Rogue ... 2.50
80 Thanos ... .65
85 Strong Guy ... 1.50
86 Storm ... 2.25
87 Spider-Man ... 2.50
90 Silver Surfer ... 2.00
91 Thing ... .85
92 Thor ... 2.00
93 Wonder Man ... .60
94 Wolverine ... 3.00
95 White Queen ... .85
97 Venom ... 3.00
100 Checklist ... .70

Spectra-Etch
Full Set (5) ... $64.00
1-D Thing vs. Hulk ... 13.00
2-D Silver Surfer vs. Thanos ... 12.00
3-D Wolverine vs. Sabretooth ... 15.00
4-D Spider-Man vs. Venom ... 16.00
5-D Capt. America vs. Red Skull ... 12.00

MARVEL MASTERPIECES (Series 2)

SKYBOX 1993
Full Set (90) ... $20.00
Unopened Box ... $45.00
Commons ... .30
1 Hulk ... .50
2 Human Torch ... .35
3 Thor ... .45
4 Iron Man ... .45
5 Spider-Man ... .90
6 Wolverine ... 1.10
7 Cyclops ... .80
9 Namor ... .50
10 Storm ... .90
11 Silver Surfer ... .45
12 Vision ... .30
13 Ghost Rider ... .90
14 Thing ... .35
15 Captain America ... .90
16 Archangel ... .50
17 Beast ... .30
18 Cable ... 1.10
19 Carnage ... .70
20 Hulk 2099 ... .50
21 Doctor Doom ... .50
22 Daredevil ... .65
23 Iron Fist ... .35
24 Psylocke ... .80
26 Punisher ... .35
27 Rogue ... .90
28 Sabretooth ... 1.10
29 Forge ... .50
31 Gambit ... 1.10
34 Style ... .50
38 Colossus ... .60
39 Magneto ... 1.10
41 Spidr -Man 2099 ... .70
42 Punisher 2099 ... .40
43 Doom 2099 ... .40
44 Savage 2099 ... .35
45 Venom ... 1.10
46 Demnne ... .40
50 Cannonball ... .40
51 Pelaris ... .40
52 Longshot ... .60
53 Omega Red ... .60
55 Deadpool ... .40
57 Bishop ... .90
60 Mystique ... .55
65 Black Knight ... .35
69 War Machine ... .45
70 Hawkeye ... .35
72 Nightcrawler ... .90
73 Thunderstrike ... .35
74 Jean Grey ... .90
76 Shatterstar ... .90
78 Night Thrasher ... .55
83 Nova ... .55
84 Havok ... .80
85 Phoenix ... .80
89 Vulture 2099 ... .35
90 Checklist ... .40

Dyna-Etch
Full Set (8) ... $66.00
51 Meanstreak ... 8.75
52 Cerebra ... 8.75
53 Krystalin ... 8.75
54 Metalhead ... 8.75
55 Serpentina ... 8.75
56 Bloodhawk ... 8.75
57 Skullfire ... 8.75
58 Xi'an ... 8.75

MARVEL UNIVERSE (Series 1)

IMPEL (SKYBOX) 1990
Full Set (162) ... $40.00
Tin Set (4,000) ... 185.00
Unopened Box ... 110.00
Diamond Previews Uncut Sheet ... 25.00
Commons ... .35
1 Captain America ... 1.00
2 Spider-Man (black costume) ... 1.25
3 Hulk ... .60
4 Daredevil ... .50
7 Professor X ... .90
8 Cyclops ... 1.25
9 Marvel Girl ... 1.10
10 Wolverine ... 2.25
11 Phoenix ... .40
16 Sub-Mariner ... .75
17 Hulk (gray) ... .80
18 Thor ... .75
21 Archangel ... 1.50
22 Iceman ... 1.10
23 Wolverine (orig. costume) ... 2.75
24 Storm ... 1.10

"I am Terrax, supervillain, soon to have a tub and toilet cleaner named after me." Marvel Masterpieces Series 2 #88.

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25 Shadowcat ... .45
26 Spider-Man ... 2.25
30 Cosmic Spider-Man ... .50
32 Silver Surfer ... 1.50
34 Dr. Strange ... .45
35 Havok ... .85
36 Colossus ... 2.00
37 Wolverine (patch) ... 2.50
38 Nightcrawler ... .80
41 Rogue ... 1.25
42 Iron Man ... .75
45 Longshot ... .55
46 Beast ... 1.00
47 Punisher ... .40
48 Storm (old costume) ... .85
55 Juggernaut ... .40
57 Sabretooth ... 3.00
58 Electro ... .90
60 Dr. Doom ... .60
63 Magneto ... 2.75
65 Mr. Sinister ... .50
73 Venom ... 3.00
75 Galactus ... .40
79 Thanos ... 1.25
82 Ghost Rider ... 3.00
83 Deathlok ... 1.25
84 Guardians of the Galaxy ... .70
85 New Warriors ... 1.30
86 Nomad ... .55
87 Foolkiller ... .50
116 Surfer vs. Thanos ... .60
119 Wolverine vs. Sabretooth ... .70
136 X Men ... .85
140 X-Men (old team) ... .85
143 X-Factor ... .70
144 Excalibur ... .70
156 Magneto ... .70
160 Wolverine ... .70

Holograms
Full Set (5) ... $15.00
MH-1 Cosmic Spider-Man ... 12.75
MH-2 Magnato ... 11.75
MH-3 Silver Surfer ... 12.75
MH-4 Wolverine ... 16.75
MH-5 Spidey vs Green Goblin ... 11.75

MARVEL UNIVERSE (Series 2)

SKYBOX 1991
Full Set (162) ... $28.00
Tin Set (7,500 ed.) ... 110.00
Unopened Box ... 60.00
Diamond Previews Uncut Sheet ... 19.00
Commons ... .20
1 Spider-Man ... 1.00
4 Marvel Girl ... .70
5 Phoenix ... .35
8 Iceman ... .60
11 Nightcrawler ... .80
14 Punisher ... .25
15 Cable ... 4.00
16 Deathlok ... .35
17 Gambit ... 1.75
18 Psylocke ... 1.25
27 Havok ... .45
28 Adam Warlock ... .40
30 Banshee ... .50
37 Morgan ... .30
38 Jubilee ... .85
39 Ghost Rider ... 1.00
40 Beast ... .65
42 Rogue ... 1.10
45 Silver Surfer ... .45
46 Storm ... .90
47 Archangel ... 1.25
48 Thor ... .50
50 Wolverine ... 2.25
51 Cyclops ... .70
53 Hulk ... .30
54 Captain America ... .40
56 Sabretooth ... 2.25
57 Magneto ... 2.00
58 Venom ... 2.00
59 Galactus ... .25
65 Thanos ... .50
66 Hobgoblin ... .40
68 Dr. Doom ... .50
91 Spider-Man/Venom ... .60
93 Wolverine/Sabretooth ... .45
106 X-Men/Sentinels ... .25
106 Wolverine/Hulk ... .50
112 Spider-Man/Tigerel ... .40
117 X-Men/Marauders ... .25
125 X-Men/Magneto ... .25
138 Wolverine's Claws ... .25
142 Original Ghost Rider ... .50
145 Darkhawk ... .65
148 Sleepwalker ... .75
147 Rage ... .30
148 X Force ... 1.00
149 New Fantastic Four ... .25
153 X-Men ... .70
154 X-Factor ... .55
155 Excalibur ... .55
156 New Warriors ... .40
162 Checklist ... .30

Holograms
Full Set (5) ... $49.50
H-1 Spider-Man ... 12.50
H-2 Hulk ... 9.00
H-3 Punisher ... 12.50
H-4 Dr. Doom ... 11.50
H-5 FF vs. The Mole Man ... 10.50

MARVEL UNIVERSE (Series 3)

SKYBOX 1992
Full Set (200) ... $18.00
Tin Set (10,000 ed.) ... 59.00
Unopened Box ... 30.00
Diamond Previews Uncut Sheet ... 5.50
Capital City Venom Hologram ... 6.00
Commons ... .15
1 Spider-Man ... 1.00
4 Gambit ... 1.25
6 Beast ... .55
11 Phoenix ... .20
15 Silver Surfer ... .20
22 Nightcrawler ... .45
25 Ghost Rider ... .25
26 Darkhawk ... .20
27 Iceman ... .50
28 Punisher ... .20
30 Storm ... .75
37 Captain America ... .35
38 Wolverine ... 2.00
41 Professor X ... .35
44 Blade ... .20
45 Deathlok ... .20
48 Colossus ... .85

"Wow! Would you look at Parker gal! I didn't think he had it in him!" Marvel Universe Series 1 #73.

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the card price guide

50 Cable 2.00
51 Psylocke ..... .70
63 Archangel ..... .85
64 Rogue ..... .60
66 Jean Grey ..... .60
68 Cyclops ..... .70
70 Havok ..... .40
74 Spider-Man & Wolverine ..... .70
75 Wolverine & Capt. America ..... .20
76 Wolverine & Hulk ..... .20
77 Wolverine & Cable ..... .20
88 Wolverine, Punisher & G. Rider ..... .20
100 Venom 1.50
109 Deathlok ..... .25
111 Dr. Doom ..... .50
112 Magneto 1.25
114 Green Goblin ..... .35
120 Carnage ..... .50
121 Hobgoblin ..... .35
124 Omega Red ..... .45
126 Thanos ..... .20
128 Magus ..... .20
129 Sabretooth 2.00
145 Strong Guy ..... .20
146 Bishop ..... .60
151 Galactus ..... .20
162 Spider-Man ..... .25
164 Wolverine ..... .30
179 X-Men Gold ..... .50
182 X-Men Blue ..... .50

Holograms

Full Set (5)	$35.00
H-1 Hulk	10.00
H-2 Thing	8.00
H-3 Wolverine	10.00
H-4 Venom	9.50
H-5 Ghost Rider	10.50

MARVEL UNIVERSE (Series 4)

SKYBOX 1993

Full Set (180)	$12.00
Unopened Box	24.00

Common: .05

1 Hulk ..... .25
8 Deathlok ..... .10
10 Warlock ..... .10
11 Silver Surfer ..... .10
14 Galactus ..... .10
16 Thanos ..... .10
17 Moon ..... .10
19 Nova ..... .25
26 Night Thrasher ..... .25
27 Darkhawk ..... .10
28 Deadpool ..... .15

"I'm not only the Squid Club for Men president, I'm also a client!" Marvel Universe Series 4 #125.

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30 Slayback ..... .10
31 Sabretooth ..... .90
32 Shatterstar ..... .25
33 Apocalypse ..... .20
34 Mr. Sinister ..... .15
35 Cable ..... .90
36 Stryfe ..... .25
41 Phoenix ..... .15
42 Nightcrawler ..... .10
43 Havok ..... .10
44 Psylocke ..... .20
45 Strong Guy ..... .10
55 Venom ..... .20
56 Demogoblin ..... .10
57 Carnage ..... .50
58 Hobgoblin ..... .15
59 Spider-Man ..... .60
69 War Machine ..... .20
75 Dr. Doom ..... .30
83 Punisher ..... .10
94 Thunderstrike ..... .10
103 Blaze ..... .10
105 Ghost Rider ..... .10
107 Morbius ..... .10
109 Storm ..... .70
110 Archangel ..... .70
111 Beast ..... .40
112 Rogue ..... .70
113 Magneto ..... .90
114 Gambit ..... .30
115 Cyclops ..... .75
116 Wolverine ..... .90
117 Bishop ..... .75
119 Brood ..... .10
134 Death's Head II ..... .10
136 Origin of Wolverine ..... .20
137 Origin of Cable ..... .20
140 The Fate of the X-Men ..... .10
143 Spider-Man's Parents' Secret ..... .20
149 Wolverine vs. Sabretooth ..... .20
152 Spider-Man vs. Venom ..... .10
165 Spider-Man vs. Venom ..... .10
H-IV Spidey vs. Venom Hologram $4.00

Foils

Full Set (9)	$41.25
1 Doom 2099	5.75
2 Vulture 2099	5.75
3 Ravage 2099	5.75
4 Fantomaster	4.75
5 Spider-Man 2099	6.75
6 Punisher 2099	5.75
7 The Specialist	5.75
8 Deathstryke	5.75
9 Tiger Wylde	5.75

THE SANDMAN

SKYBOX 1994

Full Set (90)	$22.00
Unopened Box	65.00

MASTER OF DREAMS

1 Sleep of the Just ..... .35
2 Imperfect Hearts ..... .15
3 Dream a Little Dream ..... .15
4 A Hope in Hell ..... .15
5 Passengers ..... .15
6 24 Hours ..... .15
7 Sound and Fury ..... .15
8 The Sound of Her Wings ..... .30

THE DOLL'S HOUSE

9 Tales on the Sand ..... .15
10 The Doll's House ..... .15
11 Moving In ..... .15
12 Playing House ..... .15
13 Men of Good Fortune ..... .15
14 Collection ..... .15
15 Into the Night ..... .15
16 Lost Hearts ..... .15

DREAM COUNTRY

17 Calliope ..... .15
18 A Dream of a Thousand Cats ..... .15
19 A Midsummer Night's Dream ..... .30
20 Facade ..... .15

SEASON OF MISTS

21 Prologue ..... .15
22 Chapter One ..... .15
23 Chapter Two ..... .15
24 Chapter Three ..... .15
25 Chapter Four ..... .15
26 Chapter Five ..... .15
27 Chapter Six ..... .15
28 Epilogue ..... .15

DISTANT MIRRORS

29 Thermidor ..... .25

"Coffee, gimme coffee. Tea, No Doz, anything—even jolt cola. I need caffeine!" The Sandman #16

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30 August ..... .25
31 Three Septembers and a January ..... .25

A GAME OF YOU

32 Slaughter on Fifth Ave. ..... .15
33 Lullabies of Broadway ..... .15
34 Bad Moon Rising ..... .15
35 Beginning to See the Light ..... .15
36 Over the Sea to Sky ..... .15
37 I Woke Up and One of Us Was Crying ..... .15

CONVERGENCES

38 The Hunt ..... .15
39 Soft Places ..... .15
40 The Parliament of Souls ..... .15

BRIEF LIVES

41 Chapter One ..... .15
42 Chapter Two ..... .15
43 Chapter Three ..... .15
44 Chapter Four ..... .15
45 Chapter Five ..... .15
46 Chapter Six ..... .15
47 Chapter Seven ..... .15
48 Chapter Eight ..... .15
49 Chapter Nine ..... .15

DISTANT MIRRORS

50 Spectacular ..... .30

DWELLERS IN THE DREAMING

51 Cain ..... .15
52 Abel ..... .15
53 Lucien The Librarian ..... .15
54 Eve ..... .15
55 Fiddler's Green ..... .15
56 The Corinthian ..... .30
57 Mervyn Pumpkinhead ..... .15
58 Brute & Glob ..... .15
59 Nada ..... .30
60 Matthew the Raven ..... .30
61 Guardians of the Gate ..... .15

OTHER REALMS

62 The Three Witches ..... .30
63 Curiocan ..... .30
64 Ishtar ..... .15
65 Duma & Ramuel ..... .15
66 Lucifer & Maaleleh ..... .15
67 Maid Hestie ..... .15
68 Thessaly ..... .15
69 Azazel & Choronzon ..... .15
70 Puck, Loki & the Cuckoo ..... .15

DREAMERS OF EARTH

71 Alex & Frederick Burgess ..... .15
72 Emperor Norton ..... .15
73 The Wise Old Siamese ..... .30
74 John Dee ..... .15
75 Richard Madoc ..... .15
76 Rose Walker ..... .30
77 Unity Kincaid ..... .15
78 Barbie ..... .15
79 Lyta Hall & Daniel ..... .35
80 Hazel & Foxglove ..... .15
81 Hector Hall & Garrett ..... .30
82 Wanda ..... .15
83 Lady Johanna Constantine ..... .15
84 William Shakespeare ..... .30
85 Rowland & Paine ..... .15

INTIMATES

86 Calliope ..... .30
87 Nada ..... .15
88 Hob Gadling ..... .30
89 Orpheus ..... .30
90 Cherilius ..... .30
Sandman/Morpheus Hologram 45.00

Brother Gallery Insert Cards

Full Set (7)	$115.00
1 Dream/Morpheus	20.00
2 Destiny	17.00
3 Desire	17.00
4 Despair	17.00
5 Delirium	17.00
6 Destruction	17.00
7 Death	20.00

SPIDER-MAN

FLEER 1994

Full Set (150)	15.00
Unopened Box	40.00

SPIDER-MAN POWERS

1 Stick to Walls ..... .20
2 Web-shooting ..... .20
3 Web-slinging ..... .20
4 Spider Tracer ..... .20
5 Spider-agility ..... .20
6 Spider-signal ..... .20
7 Spider-strength ..... .20
8 Spider-leap ..... .20
9 Spider-sense ..... .20

VENOM SUNSET

10 Vulnerable to Sonics ..... .20
11 Web-shooting ..... .20
12 Spider-agility ..... .20
13 Living Costume ..... .20
14 Disguise ..... .20
15 Fearsome ..... .20
16 Vulnerable to Fire ..... .20
17 Immune to Spider-sense ..... .20
18 Super Strength ..... .20

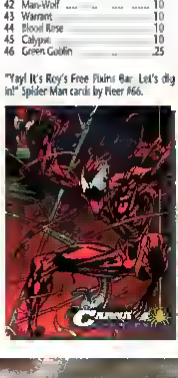
SPIDER-MAN'S STRANGEST TRANSFORMATIONS

19 The Black Costume ..... .15
20 Captain Universe ..... .15
21 Spider-Lizard ..... .15
22 Man-Spider ..... .15
23 Extra Arms ..... .15
24 Spider-Clone ..... .15
25 Spider-Hulk ..... .15
26 Doppelganger ..... .15
27 The Shrinking Spider-Man ..... .15

SPIDER-MAN AND HIS ENEMIES

28 Tarantula ..... .10
29 Spider-Slayers ..... .10
30 Jackal ..... .10
31 Puma ..... .10
32 Spider-Man ..... .30
33 Cardiac ..... .20
34 Chance ..... .10
35 Styx and Stone ..... .10
36 Tombstone ..... .20
37 Sandstorm ..... .10
38 Demogoblin ..... .20
39 Silvermane ..... .10
40 Hammerhead ..... .10
41 Spider-Man ..... .30
42 Man-Wolf ..... .10
43 Warrant ..... .10
44 Blood Rose ..... .10
45 Calypso ..... .10
46 Green Goblin ..... .25

"Yay! It's Roy's Free Trains Bar. Let's dig in!" Spider-Man cards by Fleer #66.



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47 Spider-Man .30
48 The Jury .20
49 Carrion .10
50 Vermin .10
51 Shocker .10
52 Kingpin .25
53 Sin-Eater .10
54 Rhino .20
55 Beetle .10
56 Solo .10
57 Boomerang .10
58 Hydro-Man .10
59 Scorpion .10
60 Speed Demon .10
61 Kraven .20
62 Spider-Man .30
63 Chameleon .20
64 Dr. Octopus .20
65 Vulture .10
66 Carnage .25
67 Venom .30
68 Spider-Man .30
69 Electro .20
70 Lizard .20
71 Hobgoblin .25
72 Mysterio .20

SPIDER-MAN'S ALLIES
73 Black Cat .20
74 Nightwatch .10
75 Spider-Man .30
76 Sandman .10
77 Molten Man .10
78 Cloak and Dagger .10
79 Silver Sable .25
80 Prowler .10
81 Annex .10

SPIDER-MAN'S GREATEST TEAM-UPS
82 Spider-Man & Wolverine .20
83 Spider-Man & Daredevil .10
84 Spider-Man & the Punisher .10
85 Spider-Man & the Avengers .10
86 Spider-Man & the Green Goblin .10
87 Spider-Man & Ghost Rider .10
88 Spider-Man & the X Men .20
89 Spider-Man & Venom .20
90 Spider-Man & Captain America .10
91 Spider-Man & Doctor Strange .10
92 Spider-Man & Silver Sable .10
93 Spider-Man & Human Torch .10
94 Spider-Man & Nova .10
95 Spider-Man & New Warriors .10
96 Spider-Man & Darkhawk .10

SPIDER-MAN'S CREATES BATTLES
97 Spider-Man vs. Venom .25
98 Spider-Man vs. Carnage .20
99 Spider-Man vs. Hobgoblin .20
100 Spider-Man vs. Green Goblin .20
101 Spider-Man vs. Doctor Octopus .10
102 Spider-Man vs. the Lizard .10
103 Spider-Man vs. Firelord .10
104 Spider-Man vs. the Silver Surfer .10
105 Spider-Man vs. Tombstone .10
106 Spider-Man vs. Rhino .10
107 Spider-Man vs. the Hulk .20
108 Spider-Man vs. Electro .10
109 Spider-Man vs. Kraven .10
110 Spider-Man vs. Mysterio .10
111 Spider-Man vs. Kingpin .10
112 Spider-Man vs. the Vulture .10
113 Spider-Man vs. Doctor Doom .10
114 Spider-Man vs. Puma .10
115 Spider-Man vs. the Black Cat .10
116 Spider-Man vs. Juggernaut .10
117 Spider-Man vs. Vermin .10
118 Spider-Man vs. the Scorpion .10
119 Spider-Man vs. the Red Skull .20
120 Spider-Man vs. Sabretooth .10
121 Spider-Man vs. Morbius .10

SPIDER MAN'S SUPPORTING CAST
122 Mary Jane .20
123 Flash Thompson .10
124 J. Jonah Jameson .20
125 Aunt May .20
126 Joe "Robbie" Robertson .10
127 Peter Parker .25

ORIGIN
128 The Spider's Bite .15
129 Powers for Profit .15
130 Not My Job .15
131 To Catch a Thief .15
132 The Vow .15

STORYLINES/EVENTS
133 Maximum Carnage .20
134 Round Robin .10

"Am I a woman or a peacock? I'm very confused right now." Ultra X-Men #42.

Flourish treatments for both eyes and teeth ward off plaque and jankeye. Ultra X-Men #74.

135 Return of the Sinister Six .10
136 Revenge of the Sinister Six .10
137 The Chi Id Within .10
138 Spirits of Venom .10
139 Fearful Symmetry .10
140 Assassin Nation Plot .10
141 Death of Gwen Stacy .20
142 The Wedding .20
143 Invasion of the Spider Slayers .10
144 The Osborn Legacy .10
145 Return of P. Parker's Parents .20
146 The Black Costume Saga .20
147 Return of the Burglar .10
148 Funeral Arrangements .10
149 Eye of the Puma .10
150 Checklist .15

ULTRA X-MEN

FLEER 1994

Full Set (150) $18.00
Unopened Box 50.00
Unopened jumbo Box 70.00

1 Cyclops .40
2 Rogue .40
3 Beast .35
4 Gambit .50
5 Jubilee .35
6 Wolverine .50
7 Psylocke .40
8 Revanche .35
9 Banshee .25
10 Iceman .35
11 Bishop .40
12 Archangel .40
13 Storm .40
14 Jean Grey .40
15 Sabretooth .35
16 Professor X .40
17 Nightcrawler .40
18 Phoenix .25
19 Shadowcat .25
20 Omega .25
21 Cable .50
22 Shatterstar .40
23 Warpath .25
24 Boomer .25
25 Cannonball .35
26 Siryn .25
27 Sunspot .25
28 Rictor .25
29 Havok .35
30 Polaris .35
31 Forge .35
32 Strong Guy .35
33 Wolfsbane .25
34 Multiple Man .25
35 Random .35
36 Quicksilver .25
37 Llandra .25
38 Askani .25
39 Tyler .25
40 Longshot .35
41 Feral .25
42 Dazzler .25
43 Weapon X (Wolverine) .40
44 Mirage .25
45 Magma .25
46 Sunfire .25
47 Weapon X .25
48 Grizzly .25
49 G.W. Bridge .25
50 Hammer .25
51 Maverick .25
52 X-Treme .25
53 Copycat .25

SUPER-VILLAINS
54 Colossus .40
55 Magneto .50
56 Mr. Sinistar .35
57 Deadpool .35
58 Juggernaut .35
59 Cyber .25
60 Apocalypse .35
61 Omega Red .35
62 Mystique .35
63 Sauron .25
64 Stryfe .40
65 White Queen .25
66 Haven .25
67 Exodus .25
68 Ahab .25
69 X-Cutioner .25
70 Black Tom Cassidy .25
71 Pyro .25
72 Arcade .25
73 Matsu'o .25
74 Mojo .35
75 Spiral .25
76 Caliban .25
77 Winnibigo .25
78 Nimrod .25
79 Silver Samurai .25
80 Sentinels .35
81 Brood .25
82 Gideon .25
83 Gamesmaster .25
84 Shamiin Shaw .25
85 Fitzroy .25
86 Sinna Blaze .25
87 Grayson Creed .25
88 Slayback .25
89 Sinister .25
90 Temple .35
91 Wildside .25
92 Ranger .25
93 Forlamm .25
94 Locus .25
95 Moonstar .25
96 Reignfire .25

ORIGINAL TEAM
97 Cyclops .40
98 Iceman .40
99 Angel .40
100 Beast .40
101 Marvel Girl .40
102 Professor X .40

X-MEN OVERS
103 Mutant Massacre .35
104 Fall of the Mutants .35
105 Inferno .35
106 X-Tinction Agenda .35
107 X-Cutioner's Song .35
108 Fatal Attractions .35

TEAM TRIFTYCHS
109 X-Men Gold/1 .40
110 X-Men Gold/2 .40
111 X-Men Gold/3 .40
112 X-Men Blue/1 .40
113 X-Men Blue/2 .40
114 X-Men Blue/3 .40
115 X-Force/1 .35
116 X-Force/2 .35
117 X-Force/3 .35
118 X-Factor/1 .35
119 X-Factor/2 .35
120 X-Factor/3 .35
121 Excalibur/1 .35
122 Excalibur/2 .35
123 Excalibur/3 .35
124 Wedding of Cyclops/J. Grey 1 .35
125 Wedding of Cyclops/J. Grey 2 .35
126 Wedding of Cyclops/J. Grey 3 .35

DECEASED
127 Magik .25
128 Warlock .25
129 Cypher .25
130 Goblin Queen .25
131 Sebastian Shaw .25
132 Mesmero .25
133 Mimic .25
134 Dark Phoenix .35
135 Mastermind .25
136 Thunderbird .25

WOLVERINE'S GREATEST BATTLES
137 Wolverine vs. Sabretooth .40
138 Wolverine vs. Cyber .35
139 Wolverine vs. Omega Red .35
140 Wolverine vs. Hulk .35
141 Wolverine vs. Thing .35
142 Wolverine vs. Spider-Man .35
143 Wolverine vs. Silver Samurai .35
144 Wolverine vs. Hellfire Club .35
145 Wolverine vs. Cable .40
146 Wolverine vs. Sauron .35
147 Wolverine vs. Punisher .35
148 Wolverine vs. Lord Shingen .35
149 Wolverine vs. Lady Deathstrike .35
150 Checklist .35

Fatal Attractions (Regular and Jumbo Packs)
Full Set (6) $35.00
1 Behold! Avalon 6.00
2 Cable Destroyed 6.00
3 An X-Man No More 6.00
4 Wolverine Crippled 6.00
5 Magneto Defeated 6.00
6 Exit: Wolverine 8.00

Greatest Battles
6-Card Battles Set (Jumbo Packs)
Full Set (6) $36.00
1 Cyclops/J. Grey vs. Caliban 6.00
2 Rogue vs. Avalanche/Pyro 6.00
3 Gambit vs. Mystic 6.00
4 Wolverine vs. Sentinels 6.00
5 Professor X vs. Magneto 6.00
6 Gambit vs. Bishop 6.00

Portraits (Regular, Anno 11/12-Card Packs)
Full Set (9) $35.00
1 Storm 4.00
2 Psylocke/Cyclops 4.00
3 Beast/Jubilee 4.00
4 Rogue/Archangel 4.00
5 Wolverine 4.00
6 Professor X 4.00
7 Iceman/Sabretooth 4.00
8 Gambit/Bishop 4.00
9 Jean Grey 4.00

Red Foil Bonus (Anno 12-Card Packs)
Full Set (6) $30.00
1 X-Men Blue Team 5.00
2 X-Men Blue Team 5.00
3 X-Men Blue Team 5.00
4 X-Men Gold Team 5.00
5 X-Men Gold Team 5.00
6 X-Men Gold Team 5.00

Silver X-Overs (Anno 11/12-Card Packs)
Full Set (6) $35.00
1 Mutant Massacre 6.00
2 Fall of the Mutants 6.00
3 Inferno 6.00
4 X-Tinction Agenda 6.00
5 X-Cutioner's Song 6.00
6 Fatal Attractions 6.00

UltraPrints
Full Set (5) $10.00
Single Prints 2.00

WIZARD'S IMAGE CARDS

(Series 1)
WIZARD PRESS 1992
1 Spawn $4.00

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the card price guide

1 Spawn (Gold) 20.00
2 Shadowhawk 3.00
2 Shadowhawk (Gold) 15.00
3 The Savage Dragon 3.00
3 The Savage Dragon (Gold) 15.00
4 Image Jam (pt.1) 5.00
4 Image Jam (pt.1 Gold) 30.00
5 Image Jam (pt.2) 5.00
5 Image Jam (pt.2, Gold) 30.00
6 Cyberforce 3.00
6 Cyberforce (Gold) 15.00
7 WildC.A.T.s 3.00
7 WildC.A.T.s (Red Foil) 8.00
7 WildC.A.T.s (Gold) 15.00
8 WetWorks 3.00
8 WetWorks (Gold) 15.00
9a Holly Daye 2.00
9a Holly Daye (Gold) 15.00
9b Santa the Barbarian 2.00
9b Santa the Barbarian (Gold) 15.00
9c Santa Todd 2.00
9c Santa Todd (Gold) 15.00

WIZARD'S IMAGE CARDS
(Series 2)
WIZARD PRESS 1993

1 Pitt 53.00
1 Pitt (Gold) 15.00
2 The Maxx (New York) 5.00
2 The Maxx (New York, Gold) 17.00
2a The Maxx (Australia) 12.00
3 Youngblood (Home Team) 5.00
3 Youngblood (Home Team, Gold) 17.00
3a Youngblood (Away Team) 12.00
4 StormWatch 3.00
4 StormWatch (Gold) 15.00
5 Supreme 3.00
5 Supreme (Gold) 15.00
6 Battlestone 5.00
6 Battlestone (Gold) 15.00
7 Sharman's Tears 5.00
7 Sharman's Tears (Gold) 15.00
8 Shadowhawk (masked) 3.00
8 Shadowhawk (masked, Gold) 15.00
8a Shadowhawk (unmasked) 16.00
9 Codename: Strike Force 2.75
9a Codename: Strike Force (Gold) 15.00

WIZARD SPECIAL CARDS
WIZARD PRESS 1993

The Spirit 53.00
The Spirit (Gold) 15.00
The Spirit Eisner Autographed Card (Gold Star, 1,000 ea!) 75.00
Superman 4.00
Superman (Gold) 16.00
Youngblood (#0) 3.00
Youngblood (#0, Gold) 10.00
X-Men 3.00
X-Men (Gold) 15.00

X-MEN (Series 1)
SKYBOX 1992

Full Set (100) 32.00
Tin Set (7,500) 70.00
Unopened Box 65.00
Cap City Gold Magneto H'gram 10.00
Commons 15
1 Beast .35
2 Wolverine 1.25
3 Havok .20
6 Nightcrawler .20
11 Professor X .20
12 Psylocke .55
13 Domino .20
14 Storm .40
16 Feral .20
17 Cyclops .60
18 Gambit 1.00
19 Cable 1.00
20 Archangel .80
21 Banshee .20
24 Jean Grey .50
25 Colossus .65
26 Warpath .25
29 Jubilee .20
30 Shatterstar .25
33 Forge .20
36 Rogue .75
38 Bishop .75
39 Maverick .20
41 Magneto .75
43 Deadpool .50
46 Juggernaut .25
47 Sentinels .20
51 Apocalypse .20
52 Sabretooth 1.25
58 Slyde .25
60 Omega Red .30
62 Mystique .20
66 Shadow King .20
69 Deathbird .20
70 Lady Deathstrike .20
71 X-Men Gold .35
72 X-Men Blue .35
73 X-Factor .20
74 X-Force .25
75 Excalibur .20
77 Mutant Liberation Front .20
81 Sunspot .20
82 Dark Phoenix .20
83 Longshot .25
94 Gambit .35
95 Wolverine .35
98 Cable .35
Jim Lee Signed Card (w/stamp) 82.00

Hologram:
Full Set (5) 30.00
H-1 Wolverine 8.25
H-2 Cable 8.75
H-3 Gambit 7.50
H-4 Magneto 8.00
H-5 The X-Men 8.00

X-MEN (Series 2)
SKYBOX 1993

Full Set (100) 21.00
Tin Set 65.00
Unopened Box 55.00
Commons .20
1 Archangel .45
3 Bishop .30
5 Cable .80
9 Colossus .50
10 Cyclops .50
11 Gambit .80
13 Jean Grey .50
20 Nightcrawler .25
24 Psylocke .50
27 Rogue .50
36 Wolverine .80
43 Cable (vs. Stryfe) .25
44 Stryfe (vs. Cable) .25
49 Wolverine (vs. Omega Red) .30
50 Omega Red (vs. Wolverine) .30
52 Wolverine (vs. Sabretooth) .40
53 Sabretooth (vs. Wolverine) .40
62 Deadpool .35
85 X-Men Blue Team .50
86 X-Men Gold Team .50
91 Sabretooth Unleashed .30
93 Persuasion Gambit/Style .25
95 The Claws of Wolverine .25
H-X Wolverine 3-D 3.00

30th Anniversary Foils
Full Set (9) 40.00
G-1 Cable 5.75
G-2 Cyclops 5.75
G-3 Juggernaut 5.25
G-4 Magneto 5.25
G-5 Professor X 5.25
G-6 Rogue 5.25
G-7 The Sentinels 5.25
G-8 Storm 5.25
G-9 Wolverine 5.75

Holofoils
Full Set (3) 34.00
H-1 Cards 14.00
H-2 Magneto 12.00
H-3 Storm 13.00

ALADDIN
SKYBOX 1993

Full Set (90) 9.00
Unopened Box 22.00
3-Card Spectra Set 33.00
Single Cards .10-.15
Single Spectras 12.00

ALIEN
TOPPS 1979

Full Set (84 Cards/22 Stickers) 12.00
Unopened Box 37.00
Single Cards .10-.15
Single Stickers .20-.25

ALIEN3
STAR PICS 1992

Full Set (80) 10.00
Unopened Box 16.00
Single Cards .10-.15

ARCHIE
SKYBOX 1992

Full Set (120) 16.00
Unopened Box 22.00
4-Card Hologram Set 21.00
Sandaway Hologram 7.00
Single Cards .10-.15
Single Holograms 6.00

ARTHUR ADAMS
COMIC IMAGES 1989

Full Set (45) 7.00
Unopened Box 25.00
Single Prints .15-.20

BATMAN
TOPPS 1966

Black Series
Full Set (55) 175.00
Single Cards 2.75-3.25
Red Series
Full Set (44) 125.00
(All the cards have the letter "A" after the #)
Single Cards 3.00-3.75
Blue Series
Full Set (44) 175.00
(All the cards have the letter "B" after the #)
Single Cable 3.25-4.25

BATMAN (Movie, Series 1)
TOPPS 1989

Full Set (132 Cards, 22 stickers) 12.00
Unopened Box 9.00
Single Cards .03-.05
Single Stickers .25-.30
Glossy Set 30.00

"Hey, get back here with my Lamborghini, you punk!" X-Men Series 1 #21

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BATMAN: THE ANIMATED SERIES
TOPPS 1993

Full Set (100) 15.00
Unopened Box 28.00
6-Card Cel Set 48.00
Single Cards .15-.20
Single Cels 8.00

BATMAN™ THE ANIMATED SERIES (Series 2)
TOPPS 1994

Full Set (100) 12.00
Unopened Box 26.00
4-Card Cel Set 30.00
Single Cards .10-.15
Single Cels 8.00

BATMAN RETURNS
TOPPS 1992

Full Set (88) 5.00
Unopened Box 8.00
Single Cards .05-.10
Stadium Insert Cable Set (A-J) 2.00
Single Inserts .25

BATMAN RETURNS
STADIUM CLUB 1992

Full Set (100) 6.00
Unopened Box 15.00
Single Cards .05-.15

BATMAN RIDDLER'S BACK
TOPPS 1966

Full Set (28) 160.00
Unopened Box N.A.
Decoder 10.00
Single Cards 4.00-4.75

BORIS
COMIC IMAGES 1991

Full Set (90) 13.00
Unopened Box 35.00
Boris Signed Card (1,000) 50.00
Single Cards .10-.15

BORIS (Series 2)
COMIC IMAGES 1992

Full Set (90) 9.00
Unopened Box 23.00
6-Card Prism Set 40.00
Single Cards .10-.15
Single Prisms 8.00

BORIS (Series 3)
COMIC IMAGES 1993

Full Set (72-All Prisms) 14.00
Unopened Box 35.00
6-Card Chromium Set 60.00
Single Prisms .25-.35
Single Chromiums 10.00

CHRIS ACHILLEOS FANTASY ART
FRIEDLANDER 1993

Full Set (90) 12.00
Unopened Box 23.00
Single Cards .10-.15
C. Achilleos Signed Card (250) 45.00

He looks like he's just seen something scary like Whoopi Goldberg. The Alien set from Topps.

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COMICS FUTURE STARS
MAJESTIC 1993
Full Set (190) $9.00
Unopened Box 19.00
6-Card Foil Set 10.00
6-Card Hot Picks 20.00
Single Cards 10-15
Single Foil Cards 3.25
Single Hot Picks 3.75
Lawlis Signed Cards (5,000) 25.00

CONAN
COMIC IMAGES 1988
Full Set (50) $10.00
Unopened Box 30.00
Single Cards 20-25

CONAN (All Chromium)
COMIC IMAGES 1993
Full Set (100) $40.00
Unopened Box 70.00
Full Holochrome Set (100) 800.00
Full Prism Set (6) $2.50
Single Cards 25-35
Single Holochrome 10.00
Single Prisms 8.75

CREATORS UNIVERSE
DYNAMIC FORCES 1993
Full Set (100) $12.00
Unopened Box 48.00
3-Card Titanium Set 50.00
4-Card Super Dimension 30.00
Single Cards 30-40
Single Titaniums 13.00
Single Serigraphs 17.00

DARR DOMINION
THE RIVER GROUP 1994
Full Set (150) $10.00
Unopened Box 20.00
6-Card Level One Set 55.00
3-Card Level Two Set 50.00
Single Cards 10-20
Single Level Ones 8.00
Single Level Twos 20.00

DC BLOODLINES
SKYBOX 1993
Full Set (81) $10.00
Unopened Box 18.00
3-Card Superman Embossed 32.00
Superman Exchange Card 15.00
Redeemed Superman Card 15.00
Single Cards 05-15
Single Superman Embossed 8.25

DC MILESTONE MEDIA
SKYBOX 1993
Full Set (190) $10.00
Unopened Box 19.00
2-Card Foil Embossed Set 18.00
Single Cards 05-15
Single Embossed 10.00
Magic Johnson Promo 10.00
David Robinson Admiral Promo 10.00

DEATHMATE-VALIANT
PYRAMID 1993
Full Set (110) $11.00
Unopened Box 20.00
3-Card Players of Dmate Set 30.00
6-Card Transhone Set 35.00
2-Card Light F/X Set 30.00
Single Cards 10-15
Single Players Cards 5.00
Single Transitions Cards 4.50
Single Light F/X Cards 15.00

DEATHWATCH 2000
CLASSIC 1993
Full Set (100) $12.00
Unopened Box 30.00
Unopened Jumbo Box 30.00
7-Card Hybrid Acetate Set 50.00
20-Card Prism Set (only in Jum's) 30.00
Single Cards 15-25
Single Acetates 7.25
Single Prisms 1.75
S57 Shaquille O' Neal 40.00
S52 Manon Rheaume 10.00
S53 Ken Griffey Jr 10.00
Signed Neal Adams Card (7,500) 43.00

DEMOLITION MAN (Movie)
SKYBOX 1993
Full Set (100) $10.00
Unopened Box 24.00
4-Card Foil Set 30.00
Single Cards 10-15
Single Chromiums 8.00

ORACULA (Movie)
TOPPS 1993
Full Set (100) $17.50
Unopened Box 35.00
Single Cards 15-15

ELVIS PRESLEY
DONRUSS-1978
Full Set (66) $50.00
Unopened Box $60.00
Single Cards 50-60

ELVIS PRESLEY (Series 1)
THE RIVER GROUP 1992
[Cards Are Skip-Numbered]
Full Set (220) $30.00
Unopened Box 34.00
16-Card Gold Records Set 240.00
Single Cards 10-15
Single Golds (Skip-Numbered) 10.00
50-Card Gold & Platinum (Series 1 and 2 Super Combo Packs) 15.00
Single Gold & Platinum 25-35

ELVIS PRESLEY (Series 2)
THE RIVER GROUP 1992
[Cards Are Skip-Numbered]
Full Set (220) $26.00
Unopened Box 30.00
12-Card Gold Records Set 180.00
Single Cards 10-15
Single Golds (Skip-Numbered) 16.00

ELVIS PRESLEY (Series 3)
THE RIVER GROUP 1993
[Cards Are Skip-Numbered]
Full Set (220) $34.00
Unopened Box 39.00
12-Card Gold Records Set 190.00
Single Cards 10-20
Single Golds (Skip-Numbered) 17.00

ELVIS PRESLEY (Quotable Elvis)
THE RIVER GROUP 1993
(Available in Factory Sets Only)
Full Set (25) $15.00
Single Cards 50-75

EMPIRE STRIKES BACK (Series 1)
TOPPS 1980
Full Set (132 Cards/33 Stickers) $30.00
Unopened Box 45.00
Single Cards 10-15
Single Stickers 35-45

EMPIRE STRIKES BACK (Series 2)
TOPPS 1980
Full Set (132 Cards/33 Stickers) $28.00
Unopened Box 48.00
Single Cards 10-15
Single Stickers 35-45

"I feel per curious as to how I got this nickname, aren't you?" Dynamic Forces brings us the Creators Universe card set.

STRANGEHANDS © & ™ 1994 Barney Wilkinson Stanley

"You think this Skorp is big, wait 'till you see my .uh, telephone bill, yeah, that's it." DC Milestone Media set from Skybox.

© & ™ 1994 DC Comics

EMPIRE STRIKES BACK (Series 3)
TOPPS 1980
Full Set (88 Cards/22 Stickers) $30.00
Unopened Box 70.00
Single Cards 20-25
Single Stickers 40-50

EACALIBUR
COMIC IMAGES 1989
Full Set (45) $10.00
Unopened Box 40.00
Single Cards 20-30

FAMOUS COMIC BOOK CREATORS
ECLIPSE 1992
Full Set (110) $18.00
Unopened Box 20.00
Single Cards 10-15
C. Dixon Signed Cards (500) 15.00
T. Lyle Signed Cards (500) 15.00

THE FLINTSTONES
CARDZ 1993
Full Set (100 Cards/10 Clear) $10.00
Unopened Box 24.00
6-Card Telechrome Set 30.00
Single Cards 10-15
Single Telechromes 10.00

THE FLINTSTONES (NFL)
CARDZ 1993
Full Set (110) $10.00
Unopened Box 23.00
3-Card Telechrome Set 30.00
Single Cards 10-15
Single Telechromes 10.00

FRANK FRAZETTA
COMIC IMAGES 1990
Full Set (90) $13.00
Unopened Box 25.00
Single Cards 10-15

"Nothing like a good plasma daquiri after a long day's work." Topps gives us a bite from the Dracula set.

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FRANK FRAZETTA (Series 2)
COMIC IMAGES 1993
Full Set (90) $9.00
Unopened Box 28.00
6-Card Spectroscope Set 25.00
6-Card Chromium Set 20.00
Single Cards 10-15
Single Spectroscopes 9.00
Single Chromiums 7.50

GHOST RIDER (Series 1)
COMIC IMAGES 1990
Full Set (45) $9.00
Unopened Box 38.00
Single Cards 25-30

GHOST RIDER (Series 2)
COMIC IMAGES 1992
Full Set (90) $7.00
Unopened Box 17.00
6-Card Glow-In-Dark Set 19.00
Single G.I.D. Cards 4.50
Single Cards 10-15

G.I. JOE
COMIC IMAGES 1987
Full Set (55) $7.00
Unopened Box 20.00
Single Cards 10-15

G.I. JOE
IMPEL (SKYBOX) 1991
Full Set (200) $8.00
Unopened Box 5.00
Single Cards 05-10

GREG HILDEBRANDT
COMIC IMAGES 1993
Full Set (90) $10.00
Unopened Box 32.00
6-Card Prism Set 45.00
Single Cards 10-15
Single Prisms 8.00

GREG HILDEBRANDT (Series 2)
COMIC IMAGES 1993
Full Set (90) $9.00
Unopened Box 24.00
6-Card Chromium Set 60.00
Single Cards 10-15
Single Chromiums 10.00

INCREOIBLE NULK (TV)
TOPPS 1979
Full Set (88 Cards/22 Stickers) $12.00
Unopened Box 25.00
Single Cards 10-15
Single Stickers 15-20

INCREOIBLE NULK
COMIC IMAGES 1991
Full Set (90) $10.00
Unopened Box 35.00
Single Cards 10-15

INDIANA JONES
TOPPS 1984
Full Set (88 Cards/11 Stickers) $11.00
Unopened Box 24.00
Single Cards 10-15
Single Stickers 25-30

JAMES BOND
ECLIPSE 1992
Full Set (100) $12.00
Unopened Box 38.00
2-Card Hologram Set 12.00
Single Cards 05-15
Single Holograms 7.00

JAMES BOND (Series 2)
ECLIPSE 1994
Full Set (100) $15.00
Unopened Box 34.00
6-Card Bond Girls Set 25.00
Single Cards 10-15
Single Bond Girls 4.50

JIM LEE (Series 1)
COMIC IMAGES 1990
Full Set (45) $18.00
Unopened Box 45.00
Single Cards 20-30

the card price guide

JIM LEE (Series 2)
COMIC IMAGES 1991
Full Set (45) ... $12.00
Unopened Box ... 45.00
Single Cards ... 20-.30

JOHN RYRNE
COMIC IMAGES 1989
Full Set (45) ... $10.00
Unopened Box ... 40.00
Single Cards ... .20-.25

JOHN RYRNE'S NEXT MEN
DARK HORSE 1993
(Available in comic books only)
Full Set (12) ... $12.00
Single cards ... 1.25

JURASSIC PARK (Series 1)
TOPPS 1993
Full Set (99 Cards/11 Stickers) ... $12.00
Unopened Box ... 24.00
4-Card Hologram Set ... 30.00
Single Cards ... 10-.20
Single Stickers ... 15-.20
Single Holograms ... 8.00

JURASSIC PARK (Gold)
TOPPS 1993
Full Set (88 Cards/11 Comic Art) ... $30.00
Unopened Box ... $50.00
4-Card Hologram Set ... $25.00
Single Cards ... .20-.30
Single Holograms ... 5.00
Single Comic Art Cards ... .35-.45

JURASSIC PARK (Series 2)
TOPPS 1993
Full Set (66 Cards/11 Stickers) ... $12.00
Unopened Box ... 24.00
4-Card Holo-Foil Set ... 19.00
Single Cards ... .20-.25
Single Holo-Foil Cards ... 5.00

KEN KELLY
FRIEDLANDER 1993
Full Set (90) ... $10.00
Unopened Box ... 29.00
6-Card Hologram Set ... 20.00
Single Cards ... .05-.10
Single Holograms ... 7.00
Rex Kelly Signed Cards ... 45.00

LAST ACTION HERO
TOPPS 1993
Full Set (90 Cards/11 Stickers) ... $10.00
Unopened Box ... 19.00
4-Card Foil Set ... 25.00
Single Cards/Stickers ... .05-.15
Single Foils ... 7.00

MALIBU ULTRAVERSE
SKYBOX 1993
Full Set (100) ... $10.00
Unopened Box ... 18.00
9-Card Rookies Set ... 14.00
6-Card Foil-Stamped Set ... 10.00
2-Card Ultraverse Ultra: set ... 19.00
Single Cards ... .05-.15
Single Rookies ... 2.00
Single Foil-Stamped ... 4.50
Single Ultraverse Ultra ... 16.50

MARVEL UNIVERSE
COMIC IMAGES 1987
Full Set (90) ... $45.00
Sticker Set & Album ... 110.00
Unopened Box ... 135.00
Single Cards ... .50-.65

"I just washed my hair and I can't do a thing with it!" Return of Superman set

MELTING POT
COMIC IMAGES 1993
Full Set (90) ... $40.00
Unopened Box ... 38.00
6-Card Prism Set ... 39.00
Single Cards ... .25-.35
Single Prisms ... 6.50

THE MASTERPIECES COLLECTION
COMIC IMAGES 1993
Full Set (90) ... $9.00
Unopened Box ... 28.00
4-Card Chromium Set ... 35.00
Single Cards ... .05-.10
Single Chromiums ... 6.50

THE MAXX
TOPPS 1994
Full Set (90) ... $12.00
Unopened Box ... 35.00
4-Card Foil Set ... 28.00
Single Cards ... 10-.15
Single Foils ... 7.00

NORMAN ROCKWELL
COMIC IMAGES 1993
Full Set (90) ... $9.00
Unopened Box ... 30.00
6-Card Placard Set ... 44.00
Single Cards ... 10-.15
Single Placards ... 8.00

OLIVIA (Series 1)
COMIC IMAGES 1992
Full Set (90) ... $10.00
Unopened Box ... 24.00
Signed Press Sheet ... 25.00
6-Card Prism Set ... 35.00
Single Cards ... 10-.15
Single Prisms ... 6.50

OLIVIA (Series 2, All Prisms)
COMIC IMAGES 1993
Full Set (72) ... $15.00
Unopened Box ... 34.00
4-Card Chromium Set ... 30.00
Single Prisms ... .25-.35
Single Chromiums ... 10.00

OLIVIA (Series 3)
COMIC IMAGES 1994
Full Set (90) ... $7.00
Unopened Box ... 32.00
6-Card Holochrome Set ... 45.00
6-Card Press Sheet ... 20.00
Mini-Press Sheet Certificate ... 25.00
2-Card Medallion Set ... 30.00
Olivia Signed Card ... 75.00
Single Cards ... 10-.15
Single Holochromes ... 8.00

PLASM
THE RIVER GROUP 1993
Full Set (150) ... $10.00
Unopened Box ... 19.00
Tin Set ... 60.00
Uncut Sheet Set ($ 000) ... 19.00
Plasm Binder (1st print) ... 35.00
Plasm Binder (2nd print) ... 15.00

8-Card Hologram Set ... $8.00
1 Card Hologram (Prism Binder) ... 12.00
3 Embossed Hologram Set ... 50.00
1 Embossed (From Tin Set) ... 12.00
Single Cards ... 05-.10
Single Holograms ... 8.00
Single Embossed Holograms ... 17.00
Jim Shooter Signed Card ... 55.00

PUNISHER
COMIC IMAGES 1989
Full Set (50) ... $9.00
Unopened Box ... 45.00
Single Cards ... 10-.15

PUNISHER (Guns & Gunpowder)
COMIC IMAGES 1992
Full Set (90) ... $10.00
Unopened Box ... 22.00
3-Card Prism Set ... 30.00
3-Card Scratch 'n' Sniff Set ... 20.00
Single Cards ... 10-.15
Single Sniffers ... 7.00
Single Prisms ... 10.00

REN & STIMPY (All Prisms)
TOPPS 1993
Full Set (90) ... $30.00
Unopened Box ... 28.00
4-Card Cheery Set ... 22.00
50-Piece Sticker Set ... 24.00
Single Cards (Prisms) ... .20-.25
Single Cheery Cards ... 3.00
Single Stickers ... .30-.50

RETURN OF SUPERMAN
SKYBOX 1993
Full Set (100) ... $12.00
Unopened Box ... 27.00
4-Card Foil Set ... 63.00
Single Cards ... 15-.20
Single Foil Cards ... 16.50

RETURN OF THE JEDI (Series 1)
TOPPS 1983
Full Set (132 Cards/33 Stickers) ... $12.00
Unopened Box ... 22.00
Single Cards ... .05-.10
Single Stickers ... 10-.15

RETURN OF THE JEDI (Series 2)
TOPPS 1983
Full Set (66 Cards/22 Stickers) ... $8.00
Unopened Box ... 17.00
Single Cards ... .05-.10
Single Stickers ... 10-.15

ROBOCOP II
TOPPS 1990
Full Set (88 Cards/11 Stickers) ... $5.00
Unopened Box ... 6.00
Glossy Factory Set (110 C/11 S) ... 20.00
Single Cards/Stickers ... .05-.15

SAVAGE DRAGON
COMIC IMAGES 1992
Full Set (90) ... $8.00
Unopened Box ... 22.00
6-Card Prism Set ... 45.00
Single Prisms ... 8.00
Single Cards ... .05-.10

SHAOOWHAWK
COMIC IMAGES 1992
Full Set (90) ... $10.00
Unopened Box ... 28.00
6-Card Prism Set ... 48.00
Single Cards ... 10-.15
Single Prisms ... $ 9.00

THE SIMPSONS
TOPPS 1990
Full Set (88 Cards/22 Stickers) ... $6.00
Unopened Box ... 6.00
Single Cards ... .05-.10
Single Stickers ... 10-.15

THE SIMPSONS
SKYBOX 1994
Full Set (90 Cards/10 Tattoos) ... $18.00
Unopened Box ... 35.00
6-Card Foil Set ... 30.00
4-Card Glow-in-the-Dark Set ... 40.00
9-Card Wiggle Set ... 15.00

Single Itchy & Scratchy Cards ... 10-.15
Single Radioactive Man Cards ... 10-.15
Single Simpsons Cards ... 10-.15
Single Tattoos ... 10-.15
Single Cels ... 6.00
Single Glow-in-the-Darks ... 11.00
Single Wiggles ... 2.00

SPIDER-MAN (Series 1)
COMIC IMAGES 1992
Full Set (90) ... $10.00
Unopened Box ... 50.00
6-Card Prism Set ... 55.00
Single Cards ... 10-.15
Single Prisms ... 17.50

SPIDER-MAN (Series 2)
COMIC IMAGES 1990
Full Set (90) ... $8.00
Unopened Box ... 25.00
6-Card Prism Set ... 48.00
Single Cards ... 10-.15
Single Prisms ... 9.00

SPIDER-MAN TEAM-UP
COMIC IMAGES 1990
Full Set (45) ... $9.00
Unopened Box ... 35.00
Single Cards ... .20-.30

SPLATTERBALL
THE RIVER GROUP 1993
Tin Set (30) ... $21.00

STAR TREK (TV)
TOPPS 1976
Full Set (88 Cards/22 Stickers) ... $275.00
Unopened Box ... 350.00
Single Cards ... 2.75-3.25
Single Stickers ... 3.25-3.75

STAR TREK (Movie)
TOPPS 1979
Full Set (88 Cards/22 Stickers) ... $34.00
Unopened Box ... 85.00
Single Cards ... .25-.30
Single Stickers ... .40-.45

STAR TREK III (Movie)
F.T.C.C. 1984
Full Set (60 Cards/20 Spaceships) ... $40.00
Unopened Box ... 90.00
Single Cards ... .45-.55
Single Spaceships ... .45-.55

STAR TREK IV (Movie)
F.T.C.C. 1987
Full Set (80 Cards) ... $35.00
Unopened Box ... 50.00
Single Cards ... .55-.65

STAR TREK 25TH ANNIVERSARY (Series 1)
IMPEL/SKYBOX 1991
Full Set (180) ... $10.00
Unopened Box ... 18.00
2-Card Hologram Set ... 18.00
Single Cards ... .05-.10
Single Holograms ... 9.50

How the monkey did *this* boss get a driver's license? Skybox's The Simpsons.

Captain's Log: "Circling Uranus, found no signs of intelligent life." Star Trek Master Series

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STAR TREK 25TH ANNIVERSARY (Series 2, #161-310)
IMPEL/SKYBOX 1991

Full Set (150)	$10.00
Unopened Box	18.00
2-Card Hologram Set	18.00
Single Cards	.05-.10
Single Holograms	9.50

STAR TREK: DEEP SPACE NINE
SKYBOX 1993
(Available in factory sets only)

Full Set (46)	$4.00
2-Card Spectra Set	6.00
Single Cards	.10-.15
Single Spectras	3.50

STAR TREK MASTER SERIES
SKYBOX 1993

Full Set (100)	$12.00
Unopened Box	32.00
5-Card Spectra Set	80.00
Single Cards	.15-.20
Single Spectras	15.00

STAR TREK: TNG
SKYBOX 1992

Full Set (120)	$10.00
Unopened Box	18.00
Tin Set (10,000)	65.00
4-Card Hologram Set	28.00
Sent-Away Hologram	7.00
Single Cards	.10-.15
Single Holograms	7.00

STAR TREK: TNG BEHIND THE SCENES
SKYBOX 1993
(Available in Factory Sets Only)

Full Set (39)	$12.00
Single Cards	.30-.35

STAR WARS (Series 1)
TOPPS 1977

Full Set (66 Cards/11 Stickers)	$60.00
Unopened Box	180.00
Single Cards	.40-.75
Single Stickers	1.25-1.75

STAR WARS (Series 2, #67-132)
TOPPS 1977

Full Set (66 Cards/11 Stickers)	$40.00
Unopened Box	125.00
Single Cards	.45-.55
Single Stickers	8.50-10.00

STAR WARS (Series 3, #133-198)
TOPPS 1977

Full Set (66 Cards/11 Stickers)	$50.00
Unopened Box	150.00
Single Cards	.50-.55
Single Stickers	1.25-1.75

STAR WARS (Series 4, #199-264)
TOPPS 1977

Full Set (66 Cards/11 Stickers)	$35.00
Unopened Box	150.00
Single Cards	.50-.55
Single Stickers	1.25-1.75

STAR WARS (Series 5 #265-330)
TOPPS 1977

Full Set (66 Cards/11 Stickers)	$35.00
Unopened Box	110.00
Single Cards	.35-.40
Single Stickers	.85-1.00

STAR WARS GALAXY
TOPPS 1993

Full Set (140)	$15.00
Full Set (Uncut Sheets)	30.00
Unopened Box	35.00
6-Card Spectra Set	5.00
6-Card Spectra Set (Uncut Sheet)	10.00
Single Cards	.10-.20
Single Spectras	5.50

SUPERMAN (TV)
TOPPS 1966

Full Set (66)	$225.00
Single Cards	3.25-4.00

SUPERMAN (Movie, Series 1)
TOPPS 1978

Full Set (77 Cards/6 Stickers/6 Foil)	$22.00
Unopened Box	60.00
Single Cards	.20-.25
Single Stickers	.45-.55
Single Foils	.45-.55

SUPERMAN (Movie, Series 2, #78-166)
TOPPS 1979

Full Set (88 Cards/6 Stickers/10 Foil)	$25.00
Unopened Box	75.00
Single Cards	.15-.25
Single Stickers	.25-.30
Single Foils	.45-.55

SUPERMAN II (Movie)
TOPPS 1981

Full Set (88 Cards/22 Stickers)	$15.00
Unopened Box	28.00
Single Cards	.03-.10
Single Stickers	.25-.30

SUPERMAN III (Movie)
TOPPS 1983

Full Set (99 Cards/22 Stickers)	$7.00
Unopened Box	17.00
Single Cards	.05-.10

SUPERMAN: DOOMSDAY
SKYBOX 1993

Full Set (100)	$45.00
Unopened Box	115.00
2-Card Foil Set	47.00
6-Card Spectra Set	79.00
Single Cards	.40-.60
Single Foils	21.00
Single Spectras	21.00

TEENAGE MUTANT NINJA TURTLES (Cartoon, Series 1)
TOPPS 1989

Full Set (88 Cards/11 Stickers)	35.00

Looks like Debbie Gibson was the initial model for Luke Skywalker. Star Wars Galaxy

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Unopened Box	6.00
Single Cards	.03-.05
Single Stickers	.10-.15

T.M.N.T. (Cartoon, Series 1 Glossy)
TOPPS 1989
(Available in Factory Sets Only)

Full Set (110 Cards/11 Stickers)	$20.00
22-Card Bonus Set (A-V)	15.00
Single Cards	.03-.05
Single Stickers	.10-.15
Single Bonus Cards	.70-.80

T.M.N.T. (Cartoon, Series 2, #89-176)
TOPPS 1990

Full Set (88 Cards/11 Stickers)	$5.00
Unopened Box	6.00
4-Card Hologram Set	4.00
Single Cards	.03-.05
Single Stickers	.10-.15
Single Holograms	1.25

T.M.N.T. (Movie, Series 1)
TOPPS 1990

Full Set (132 Cards/11 Stickers)	$5.00
Unopened Box	6.00
Single Cards	.03-.05
Single Stickers	.05-.10

T.M.N.T. (Movie Series 1 Glossy)
TOPPS 1989
(Available in Factory Sets Only)

Full Set (132)	$20.00
Single Cards	.15-.20

T.M.N.T. (Movie, Series 2)
TOPPS 1991

Full Set (99 Cards/11 Stickers)	$5.00
Unopened Box	6.00
Single Cards	.03-.05
Single Stickers	.05-.10

TEKWORLD
CARDZ 1993

Full Set (100)	$14.00
Unopened Box	38.00
4-Card TekChrome Set	35.00
Single Cards	.10-.15
Single TekChromes	12.00

TODD McFARLANE (Series 1)
COMIC IMAGES 1989

Full Set (45)	$12.00
Unopened Box	36.00
Single Cards	.20-.30

TODD McFARLANE (Series 2)
COMIC IMAGES 1990

Full Set (45)	$12.00
Unopened Box	36.00
Single Cards	.20-.30

TRIBE
PRESS PASS 1993

Full Set (100)	$10.50
Unopened Box	22.00
5-Card Thermofoil Set	24.50
5-Card Prism Set	24.00
Single Cards	.05-.15
Single Thermofoil Cards	5.25
Single Prism Cards	5.00

UNITY
COMIC IMAGES 1992

Full Set (90)	$10.00
Unopened Box	39.00
6-Card Chromium Set	72.00
Single Cards	.25-.30
Single Chromium Cards	12.00
Bloodshot Chromium Promo	27.00
Turok Chromium Promo	27.00
Ninjak Chromium Promo	22.00
Ninjak 4 x 6 Promo	36.00

VALIANT ERA
PYRAMID 1993

Full Set (120)	$10.00
Unopened Box	20.00
Wooden Box Set (100 made and numbered)	210.00
9-Card First Appr. Set	45.00
6-Card Unseen Art Set	30.00
SPI X-O Manowar	18.00
Hologram Header Card	10.00

"You idiot, you missed it! One more bullseye and you could've won me that stuffed Slimpy!" WILDCAT.S, brought to you by Topps.

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Card With Chicago Comic-Con Back	1.00
Single Cards	.10-.15
Single First App. Cards	5.50
Single Unseen Art Cards	5.50

WILDC.A.T.S
TOPPS 1993

Full Set (100)	$6.00
Unopened Box	22.00
6-Card Prism Set	40.00
Single Cards	.10-.15
Single Promo	7.00

WOLVERINE: FROM THEN 'TIL NOW (Series 1)
COMIC IMAGES 1988

Full Set (45)	$15.00
Unopened Box	58.00
Single Cards	.20-.30

WOLVERINE: FROM THEN 'TIL NOW (Series 2)
COMIC IMAGES 1992

Full Set (90)	$8.00
Unopened Box	29.00
6-Card Prism Set	46.00
Single Cards	.20-.25
Single Promo	7.50

X-FORCE
COMIC IMAGES 1991

Full Set (90)	$12.00
Unopened Box	22.00
Single Cards	.10-.15
Lifield Signed Card (1,000)	55.00

X-FORCE
IMPEL (SKYBOX) 1991

Full Set (5)	$15.00
1 Cable	5.50
2 Shatterstar	3.25
3 Deadpool	3.00
4 Sunspot & Gideon	3.00
5 Team	3.25

X-MEN
COMIC IMAGES 1991

Full Set (90)	$16.00
Unopened Box	32.00
Single Cards	.15-.20

X-MEN COVERS
COMIC IMAGES 1990

Full Set (90)	$7.00
Unopened Box	24.00
Single Cards	.10-.15

X-MEN COVERS (Series 2)
COMIC IMAGES 1990

Full Set (45)	$4.00
Unopened Box	24.00
Single Cards	.16-.15

YOUNGBLOOD
COMIC IMAGES 1992

Full Set (90)	$8.00
Unopened Box	20.00
6-Card Prism Set	37.00
Single Cards	.10-.15
Single Promo	6.00

TOP 10 HEROES & VILLAINS OF THE MONTH

This list doesn't track the number of copies which a specific character sells each month. It doesn't pay any attention to any kind of sales meter. This list is a roster of the 10 comic book characters with the strongest fan following—nothing more, nothing less.

1. SPAWN

It seems that our friend Toddy wants to keep Spawn at the top of the charts for a long time. Not content with having the best selling comic in the land, Mr McFarlane paired his creation with another one of comic-dom's coolest characters, Batman, and set comic shelves nationwide on fire. After word of the team-up became public, Todd announced a line of Spawn toys which will debut in the fall. Spawn will also have a mini-series later this year involving Angela, the villainess introduced by Neil Gaiman in Issue #9. That Spawn—he's a popular guy.

2. SPIDER-MAN

Spidey, still holding the No. 2 spot, looks as though he's gearing up to drop-kick Spawn right out of the No. 1 slot. How, you ask? Merchand sing, merchandising, merchandising! Yup, as if four regular monthly titles, a futuristic monthly title, a giant-size quarterly title, and countless annuals, specials, and limited series weren't enough, "spidey" is ready to swing onto the small screen with an all-new cartoon, into toy stores with a massive line of new action figures, and possibly onto the big screen with a major flick by James Cameron. Spider-Man is nearing a popularity boiling point.

3. BATMAN

Whether it's Bruce Wayne (who we prefer) or Jean Paul Valley (who we hope goes back to being Azrael) wearing the Batsuit, comic fans just can't seem to get enough of *el Batman*. This summer, Batman will be getting his fair share of attention, thanks to his inter-company crossover with another dark and gritty character, the Punisher. Also in the works for Batman, the resolution to the storyline that started last spring with "Knightfall," "KnightsEnd" should provide the answer to the months-old question, "Who will possess the mantle of the Bat?"

4. WOLVERINE

"I want my blankey!" "Aw, shut up, you big baby." Geez, yank out some-one's skeletal structure and they turn into an big crybaby. Adamantium-laced bones or not, Wolvie is still one popular little tyke. Logan, who's known for his almost unstoppable fury, is taking it fairly easy these days, which has translated into some of the better stories to appear in his title. Even though some fans might be peeved that Wolvie lost all his metal implants, he's more like he was back in the early days of the "New" X-Men and not quite the unstoppable Terminator he became in more recent years.

Spawn is a registered trademark of Todd McFarlane. Spawn © & ™ Todd McFarlane. Spider-Man and Wolverine ™ & © Marvel Entertainment Group. Batman ™ & © DC Comics.

5. SUPERMAN

Our pal Kal-El has been quite busy lately, aside from his frequent visits to the hairdresser to maintain his look. Bizarro's made a reappearance (I really felt sorry for the guy; didn't you?), Luthor (the clone of the original villain) is on a rampage, resulting in mucho carnage in the greater Metropolis area, and Superman himself is having problems keeping his powers—and size—under control. All of this activity has kept Clark Kent on the streets and in trouble over the past few months, and there's no sign of a break in his schedule.

6. SABRETOOTH

What a hairy guy! Ten bucks says he smells worse than the bathroom at a Mexican restaurant. Sheesh! On top of his unique odor, Sabretooth is also one of the most unpleasant people ever to have joined (well, sort of joined) the X-Men. Not only has he almost killed several team members in the past (like when he ripped out Wolverine's throat with his bare hands), he's psychotic. So he can't control himself and he endangers those around him. What does all this make him—villainous? Nutty? Nope—popular. Here he is at No. 6.

7. GAMBIT

The Cajun lover boy still holds a soft spot in youth hearts, thanks to his exploits in the pages of *X-Men*, on Saturday morning TV, and on toy shelves throughout our fine land. Remy LeBeau (Gambit's actual birth name) can touch anything, charge said object with kinetic energy, and cause it to explode! This is a very cool power, to be sure, but if we were him, we'd be extremely careful when attending the little boy's room.

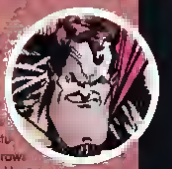
8. ROBIN

Everyone who thought that the Boy Wonder couldn't carry a monthly title after the last two dreadful mini-series (holograms and lenticular covers for everyone!) was barking up the wrong tree. This series, thanks to terrific writing by Chuck Dixon and great artwork by Tom Grummett and Roy Kryssing, has been a very solid favorite since issue #1. Since this summer's Batstory will bring Robin into the mix, the Boy Wonder figures to be a prominent character for some time to come (although he seems somewhat surprised to hear it).

9. X-O MANOWAR

Hey, who pulled the old I-stick-on-the-binoculars trick on Aric? Not a smart move—Aric (X-O) am I known for having a good temper. But anyway, Aric may be one real popular character, but he's in a spot of trouble these days. Y'see, X-O's old foes, the Spider Aliens (y'know, the very overused but still very cool buggy guys), possessed the X-O armor and nailed it with some high-tech blaster thingies, and now the armor's kaput. Where does this leave the mighty Aric? Rumor has it he'll be getting a new set of threads courtesy of his bud Solar.

10. PRIME



Hey, his chin is bigger than his head—he's like a human pelican! It must look pretty grotesque when he smiles. But beauty is only skin deep, and for Prime, "skin deep" is a relative thing. Y'see, Prime is actually 13-year-old Kevin Green, who grows protoplasmic superpowered bodies like Prime, Space Prime, Rogue Prime, Post-His-Prime—well, you get the idea. This premise made Prime appealing to the younger readers, and he quickly became the hottest star in the very excellent Mal'ou Ultraverse. —

MORT OF THE MONTH

Now it's time to [illegible] character of the month, or [illegible] Mort of the Month!

RED BEE

No, ladies and gentlemen, it's not the Yellowjacket. It's (drum roll, please) the Red Bee! This bag of garbage was actually an assistant DA turned crime fighter who used to sic his trained bees (which he kept in his belt buckle) on his opponents. It's a good thing he did, because this guy stood five foot nine and weighed in at a robust 147 pounds. He'd be lucky to beat an egg at that size! After his stint as crime fighter ended in the early '40s, the Red Bee vanished from the public eye, which was probably a good move on his part, since criminals have gotten tougher and meaner as the years went by. Do you think any crook today would be afraid of this idiot?

Sabretooth and Gambit ™ & © Marvel Entertainment Group. Superman, Robin, and the Red Bee ™ & © DC Comics. X-O Manowar ™ & © Valiant Communications Inc.
Prime ™ & © Malibu Comics Entertainment Group Inc.

Uncanny X-Men #221

Artists: ***Marc Silvestri and Dan Green***
Writer: ***Chris Claremont***
Publisher: ***Marvel Comics***
Release Date: ***September 1987***

Hey, hot damn, and here we thought we'd used up all the good X-Men Comic Watch books months ago.

So, aside from this really crappy cover, what makes this book stand out? Why? It's the first appearance of the X-villain who's so nasty, so vile, and so vicious that even his name is mean-spirited. Mr. Sinister. (Shiver terror in your heart, don't it?)

In this ish, we get to see Sinister at his best: growling, snarling, assaulting his cronies (the Marauders—you remember them), the whole nine yards. And hey, it's the fact that this is Mr. Sinister's first appearance doesn't drive you into a frenzy (which it should, he has an action figure, you know), that pesky Sabretooth (who's got four toy figures!) makes a major appearance in this book as well.

All in all, *Uncanny X-Men* #221 is quite the back issue buy for those looking for a diamond in the rough.

FINDING BACK THE ATCH

Value then: $4.50
Value now: $6.50

One year ago this month, the *Wizard* Comic Watch spotlighted *Iron Man* #121, the first full-story appearance of James Rhodes.

COMIC watch

Amazing Spider-Man #194

Artists: ***Keith Pollard and Frank Giacoia***
Writer: ***Mary Wolfman***
Publisher: ***Marvel Comics***
Release Date: ***July 1979***

Hey, what's with all the little yellow stuff flyin' round Spidey's head? You'd think his spider-sense would warn him of something.

Anyway, if you couldn't figure it out from the catchy blurb on the cover, this ish of *Amazing Spider-Man* features the first appearance of that platinum blonde bombshell, the Black Cat. Long before she had her love affairs with Spidey and Flash Thompson, lil' Felicia Hardy here was making a name for herself by being a royal pain in Spidey's butt.

Seeing as how she's become an integral part of Spider-Man's supporting cast and is now the star of her own four issue mini-series, this is one slow-burnin' back issue. Add that to the fact that this issue has a black cover, which is difficult to find with the cover image centered and without wrinkles or nicks in the spine, and boom, you have a winner.

FINDING BACK THE ATCH

Value then: $13.00
Value now: $43.50

One year ago this month, the *Wizard* Comic Watch spotlighted *Sandman* (vol. 2) #8, the first appearance of Death.

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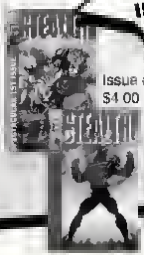

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PICKS FROM THE WIZARD'S HAT

HERE'S A LIST OF THE HOTTEST BOOKS SHIPPING IN MAY!

Violator #1

Artists: Bert Sears & Mark Pennington
Writer: Alan Moore
Release Date: May
Cover Price: $1.95

Since his debut in the pages of *Spawn* #2, the Violator has established himself as Image's premier *hombre que no es muy simpatico* (meaning "guy who's not very nice"). In May, the morphing little devil's helper gets his own three-part mini-series courtesy of two of the best in the business: Alan "Hey guys, remember me?" Moore and Bart "I like muscles" Sears.

This sordid tale begins with the Violator being stripped of his powers by the Malebolgia—aka the Devil, Beelzebub, Lucifer, He-Who-Backwashes, et cetera—for some apparent misdeed. (One wonders what "misdeed" means to the Devil.) The Malebolgia then sends three Phlebiac Brothers to Earth in order to beat the phlegm out of their little bro.

Alan Moore scripts the shenanigans of the Violator, trapped on Earth in his fat clown form, as he attempts to regain his demonic powers. Visuals of the Violator's quest come courtesy of the dynamic pencils of fan favorite Sears. (The third and final installment of the mini-series will be penciled by Greg Capullo, who's pitching in to help Bart avoid the dreaded deadline demon.) Mark Pennington supplies the inks.

Will the grotesque little madman survive his trial by fire and once again become the slobbering, fly-eyed, three-horned, crooked-toothed (and he's got lots of crooked teeth!), big-mouth-bragging, heart-extracting psychopath whom comic fans worldwide have warmed up to and welcomed into their hearts? With Moore writing, who knows?

Starwatchers #1

Artists: Mike Leeke & Dick Giordano
Writer: Tony Bedard
Release Date: May
Cover Price: $3.50

The Starwatchers, an immortal race of beings with fantastic super powers are direct descendants of the H.A.R.D. Corps. They also have the now-famous (and slightly overused) nanites in their blood.

After pulling the Future Force's fannies from the fire at the end of the Malev War (in *Magnus Robot Fighter #37* and *Rai and the Future Force #22*), the Starwatchers now want to take control of Earth to make sure it stays a safe haven for life. You see, the Watchers have this credo: they refuse to destroy life in any way, shape or form, which must make stepping on an insect a particularly gut-wrenching experience for them. Magnus cuts a deal with the Watchers: they can place one Watcher on Earth if they allow one Earthling aboard their station.

Starwatchers should be a pretty special book. Not only will it be inked by legend (no, not those Dark Horse guys) Dick Giordano, but *Starwatchers* will be zipping your way every month in full Valiant Vision color! This particular issue features both Valiant Vision interiors and a chromium Valiant Vision cover. Those of you who don't own VV glasses needn't fret, as the fine folks at "The Big V" will release another special VV Starter Kit in May.

Batman #509

Artists: Mike Manley & Dick Giordano
Writer: Doug Moench
Release Date: late May
Cover Price: $2.50

Events in the Batverse (our own little contraction for "Batman Universe", we think it's kinda neat) are plowing ahead full steam. The latest storyline should rock the Batverse to its very core.

Batman #509 is set right after *Robin #7*. This 48-page book is the first chapter in the "KnightsEnd" story, which will reveal the identity of the new Batman. We're not exactly sure who that'll be, but the list of possible Dark Knight Detectives includes Bruce Wayne, Jean Paul Valley (you know, Batnut), Robin, Nightwing and Catwoman (hey, she did fill a Batsuit pretty nicely).

In this story, Bruce Wayne, still recovering from his debilitating injuries, must retrain himself. Bruce enlists the aid of one time Batfoe Lady Shiva and does whatever it takes to get himself back on his feet and back into the cape and cowl. In the meantime, Jean Paul is being negatively influenced by the System (that mind stuff that's hard to explain, we'll just say it's bad), and it looks like he may need to trade in his Batsuit for a nice new white jacket—the kind that laces up in back.

The Batfun continues this month in *Batman: Shadow of the Bat #29*.

All Characters, Names, Logos ™ & © DC Comics

Force Works #1

All characters TM & © Marvel Entertainment Group

Artists: Tom Tenney & Rey Garcia
Writers: Dan Abnett & Andy Lanning
Release Date: early May
Cover Price: $3.95

Marvel is getting ready to turn it up a notch with this title. The Force Works team was formed from the asses... whoops, ashes of the Avengers West Coast. As you recall, the AWC was disbanded after the group's big to-do with Captain America in the last issue of the Wackos' title ("Wackos?," you ask. "Wackos," we answer. "That's our nickname for the West Coast Avengers, cos any team with U.S. Agent in it is pretty wacko.")

Ed-tor Nel Yomtov says, "I assure you that a major event in the Marvel Universe will be happening in this issue. This is no fooling around, no jive, no monkey business." Yomtov promises that the series won't slow down, either: action will be a key ingredient in this title.

Force Works will be a title up with which fans of both *War Machine* and *Iron Man* will want to keep. According to Yomtov, "The book will play an integral part within the three titles. It will be a family type of continuity that the fans will really enjoy."

The cover enhancement sounds pretty keen as well. It's a multi-layer pop-up cover printed on nice card stock. Neat!

Worlds Collide #1

Artists: Various
Writer: Robert L. Washington III
Release Date: early June
Cover Price: $2.50 (Newsstand Ed.)
$3.95 (Collector's Ed.)

There's so much cool stuff in this book that DC and Milestone needed 48 pages to contain it! *Worlds Collide* #1 features two stories, each starring Rift, an awesome new supervillain who will, Milestone's Dwayne McDuffie says, "have major ties to both the Milestone and Superman universes."

In the first story, Static, Superboy, and Rocket fight a horde of Rift's dastardly creations, while the second story depicts a donnybrook between the Blood Syndicate and Superman, and the destruction of both Paris Island and Metropolis. (Hey, that's two times that Metropolis has been wasted in two months. Cool!)

This book kicks off the Milestone and DC "Worlds Collide" crossover. McDuffie says *Worlds Collide* #1 is "the pivotal book in the 'Worlds Collide' crossover, and the creators on both the Milestone end and the Superman end are doing some of the best work of their lives. Everyone's having a blast working on it."

The collector's edition of this book will ship with cool "vinyl clings" (like those which come with *Superman: The Man of Steel* #30) of major players from both universes. If you're not one of those sissies who refuse to open up their books, you can create your own cover adventure!

MORE PICKS

The following pages compile the grooviest titles shipping in the month of May. Also listed are books carrying the *Wizard* recommended reading RR sign—comics that have the most promise to deliver a solid, well-written story, and ones that shouldn't be overlooked on the comic book rack.

Action Comics #701

DC COMICS "The Fall of Metropolis," Part 5 (of 5). Luthor takes one last stab at leveling Metropolis and Superman by unleashing the deadly Kryptonian battle suit! (Gimme a break. That thing was never anything more than a Fortress of Solitude ornament. Deadly, in fact.) By Karl Kesel, Jackson Guice, and Denis Rodier. **$1.50**

The Adventures of Cyclops & Phoenix #3 (of 4)

MARVEL The techno-organic disease that plagues young Nathan Christopher comes back full force. Is hope for the future fading fast? (Well, according to nine out of 10 science fiction writers, yeah, it is.) By Scott Lobdell, Gene Ha, and Al "Oy" Vey. **$2.95**

Amazing Spider-Man #391

MARVEL Shriek from last year's decade-spanning "Maximum Carnage" storyline returns, with Carnon not far behind. As Spidey tracks them down, will Aunt May finally bite it in the wake of the death of Peter's parents? (Y know, Aunt May has been critically ill since...oh, about 1962. You'd think old age would've kicked in by now, huh?) By J.M. DeMatteis, Mark Bagley, and Randy Emberlin. **$1.50**

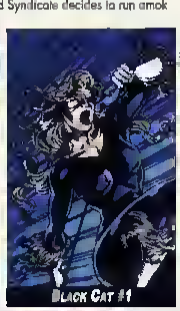
Black Cat #1 (of 4)

MARVEL The Black Cat's got her own mini-series, and in the first issue, a mysterious corporation hires her to recover stolen plans. To do so, she must face Cardiac and a whole gaggle of villains. By Terry Kavanagh, Andrew Wildman, and Stephen Baskerville. **$1.50**

Blood Syndicate #16

MILESTONE MEDIA/DC "Worlds Collide," Part 6 (of 14). OHMIGOD!!! The worlds have merged! THE WORLDS HAVE MERGED!!! I see stars! So many stars...so many... Uh, anyway, now that it's happened, the Blood Syndicate decides to run amok

Cyclops and Phoenix #3



Black Cat #1

Bone #14

Cable #13

in Metropolis, and the Man of Steel is none too happy about it. By Ivan Velez Jr., Chriscross, and Robert Quijano. **$1.50**

RR Bone #14

CARTOON BOOKS Fone Bone learns the rigors of farm life, and Lucius takes Phoney and Smiley back to his tavern to work off their astronomical debts—but getting there is half the battle! (And so is knowing, for that matter. Yo Joe!) Written and drawn by Jeff Smith, who says of the issue, "It's basically the trip that Phoney and Smiley take back to the tavern, and they get to know Lucius—who up to this point has been an age/father figure—better. Quite a bit happens on the road—there's a Rat Creature attack..." **$2.95**

Cable #13

MARVEL Wanna know what scares Cable? Well, this issue shows you in full-color splendor as he and Lee Forrester encounter D Spoyre. By Glenn Herdling and some artist person whom Marvel hasn't identified yet. **$2.00**

RR Catwoman #12

DC COMICS "KnightsEnd," Part 6 (of 10). Catwoman and Batman converge on a mysterious arms dealer, and when his identity is revealed...why is it that everyone knows him from somewhere? Plus, is Bruce Wayne ready to put on the cape and cowl? Find out in this issue! The story is by Jo Duffy and adapted by Chuck Dixon, with art by Jim Balent and André Parks. Duffy says, "This is where Bruce Wayne finally comes to terms with whether or not he's up for the job, and where Azrael comes unwrapped, and where Catwoman comes right into the middle of it." **$1.50**

Cyberforce #5

IMAGE Troubles abound as Ballistic raises a ruckus with Cyber data and all of its affiliates. Cyberforce, in the meantime, is all at ease, because she may be going too far. By Marc and Eric Silvestri, each of whom thinks Mom likes him best. **$1.95**

RR Danger Unlimited #4 (of 4)

LEGEND/DARK HORSE In this issue, two Danger Unlimited

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MORE PICKS

teams form! Doc Danger, Miss Mirage, Thermal, and Hunk join forces in 1960, and Thermal, Jetabet, and Caucus team up in 2060 to defeat the alien Xlerii. But what lurks in the subbasement of the hospital where Thermal was being held...? (We know! An incomplete copy of *WetWorks #1*.) And how many secrets does the past hold for Cal Carson? These are the questions posed by John Byrne, working with colorist Matt Webb. Also, the origin of the Torch of Liberty concludes, courtesy of Byrne and Kieron Dwyer. **$2.00**

Detective Comics #676

DC COMICS "KnightsEnd," Part 3 (of 10). Nightwing and Robin continue to follow Batman as he hunts an arms dealer he believes is connected to the Order of St. Dumas. In the meantime, Bruce Wayne continues to retrain himself (maybe that "Stop the Insanity" chick could help). By Chuck Dixon, Graham Nolan, and Scott Hanna. This continues in *Batman: Legends of the Dark Knight #62*, in which Lady Shiva's plot to make Bruce Wayne a killer succeeds! **$2.50**

Green Lantern #53

DC COMICS As if fighting Mongul toe to toe once wasn't bad enough, the new Green Lantern gets another chance to totally screw things up. Good thing for him he has Superman on his side this time. By Ron Marz, Darryl Banks, and Romeo Tanghal. **$1.50**

Hardwars #17

MILESTONE MEDIA/DC "Worlds Collide," Part 2 (of 14). Fred Benton, still tortured by strange dreams, seeks out the help of a private lab. Unfortunately, the lab turns out to be owned by Edwin Alva, who now wants to bridge the Milestone and DC dimensions! Wanna take a big guess as to what Hardwars's gonna try and do? (So do the Milestone characters live on Earth-A, Earth-X, Earth-Ea, it's *Crisis* all over again! *Aaaghhh!*) By Dwayne McDuffie, Denys Cowan, and Prentis Rollins. **$1.50**

Incredible Hulk #419

MARVEL Talos the Tamed (what a wimpy name for a Skrull) has a death wish, and in order to make it come true, he picks a fight with the Hulk! Good choice. Written by Peter David, and

Mars Attacks #1

Prophet #7

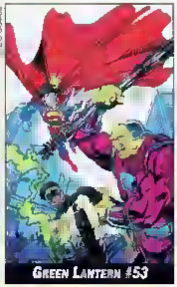
drawn by Roger Cruz and Cam Smith. **$1.50**

Magnus Robot Fighter #39

VALIANT In this book, set 17 years after the Malev War (what a wimpy way to undo that lame Malev War thing), we learn that Magnus's president of Earth. We're also introduced to Magnus's son, Torque, the superstrong swashbuckler. This leads to *Rai #24*, in which Takashi, the son of the 41st Rai, reveals a hatred for the new young Rai. (That sounds like a tasty foreign dish: Soup of New Young Rai. Mmmm.) By Antony J. L. Bedard, Jim Calafiore, and Gonzalo Mayo. **$2.25**

Mars Attacks #1 (of 5)

TOPPS COMICS In the main story, by Keith Giffen and Charles Adlard, the Martians invade Earth! Witness the complete and utter dismantling and destruction of Earth's key cities, its armies, and its nuclear warheads. As if that wasn't bad enough, the Martians unleash a biological agent which causes insects to grow larger. (Uh, excuse me—I would think destroying nuclear warheads was enough.) In the second tale, Len Brown and Giffen reveal why the Martians attacked in the first place. (Probably has something to do with Earth's plans to open a DisneyMars.) **$2.95**



Green Lantern #53

Magnus Robot Fighter #39

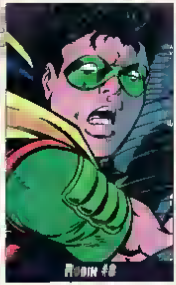
Prime #12/Ultraverse Premiere #3

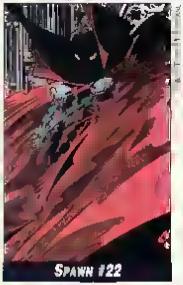
MALIBU Rogue Prime tussles with the Strongest Man in the World, Hector "Planet Class" Ortiz, and gets a rematch with Kutt, to boot. And does Kelly's mom have the hots for Prime? By Gerard Jones, Len Strazewski, and Norm Breyfogle. Jones says of the issue: "Basically, Prime is going through his major adolescent rebellion. He's kind of an a rampage to prove to the world that he's his own man." In *Premiere* Part 3 of "Elven," Warstrike vs Prime, and Ripfire by Derrick Robertson. **$3.50**

Prophet #7

IMAGE As Prophet becomes transformed into a Disciple hunter, he, Kirby, and rogue Disciple DS-9 go on the road to escape the U.S. Government. And they meet up with a new supporting character called Kerouac. (That was a joke, folks.) By Rob Liefeld and Stephen Platt. **$1.95**

MORE PICKS


ROBIN #8


SPAWN #22

ROBIN #8

DC COMICS "KnightsEnd" Part 5 (of 10) Robin and Nightwing can only watch as Bruce Wayne goes head to head with the deadly Lady Shiva. The outcome will determine whether or not Bruce is worthy of the cape and cowl. (Wait, you mean he's been naked since "Knightfall"?!?) By Chuck Dixon, Tom Grummett, and Ray Kryssing. Grummett hints: "It's got a really cool ending. It should get everybody really excited." **$1.50**

SANDMAN #62

VERTIGO/DC "The Kindly Ones" moves on as this issue sees the return of a mysterious stranger...an ugly murder, a dubious surprise, and other vague stuff. By Neil Gaiman, Marc Hempel, and D. Israel. **$1.95**

SPAWN #22

IMAGE Spawn breaks down like a little girly-man in front of Terry Fitzgerald (who, oddly enough, is Todd's real-life assistant) and tells him the whole truth about who he is. (OK, maybe he doesn't break down like a girly-man, but it sure sounded dramatic to me.) Also, OverKill returns just in time to ask, "What the hell is that 'I' doing in the middle of my name?" By Todd McFarlane. **$1.95**

SPECTACULAR SPIDER-MAN #214

MARVEL The conclusion of "Hell Mary." When Typhoid Mary exacts revenge on men who commit crimes against women, Spidey must take her down, even though part of him sympathizes with her. But then Lorena Bobbitt shows up and... oh, never mind. By Ann Nocenti, James Fry, and Sal Buscema. **$1.50**

THE SPECTRE #20

DC COMICS Professor Nicodemus Hazzard is seeking a way to control (or is that eliminate?) the Spectre. His mission leads him to the dreaded "Spear of Destiny," and to the Spectre's former allies, the Justice Society of America. By John Ostrander and guest artist John Ridgway. Assistant ed. Peter Tomasi says: "This issue is a prologue to the Spear of Destiny storyline coming up, and we get into the Spectre's origin with the JSA." **$1.75**

SPIDER-MAN #48

MARVEL Spidey tries to prevent Demogoblin from wrecking New York, just as the Hobgoblin's thirst for power leads him to Kraven the Hunter's son. Are we witnessing the dawn of an even more powerful Goblin? (Probably not, because Spidey'll still kick his butt.) It's in the *Marvel Rule Book for Brawls*: "Spidey must always win." By Howard Mackie, Tom Lyle, and Scott Hanna. **$1.95**

STORMWATCH #25

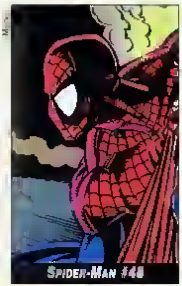
IMAGE In this "Images of Tomorrow" future story, StormWatch battles the WarGuard and its leader, Patriarch. Only Battalion has a chance to end the madness. (Who's Battalion?) By Steve Seagle and Scott Clark. Also this month: *Brigade* #25, *Bloodstrike* #25, and *Supreme* #25, which all allow readers to glimpse into the future. (In this future, *WetWorks* is still not out. Yet it's out in the *Danger Unlimited* future. Go figure.) **$2.50**

SUPERBOY #8

DC COMICS "Worlds Collide," Part 3 (of 14). Superboy does the tango with the super-improved Paras to offer "The Battle for Metropolis." Then, Fred Bentson (no relation to Robby—he's too busy doing socially conscious movies and cartoon voices) pulls Superboy into the Milestone Universe. By Karl Kesel, Tom Grummett, and Doug Hazlewood. Grummett says: "It's one of the entry points into the really cool Worlds Collide crossover. The issue guest stars Superman. It's packed with some good stuff." **$1.50**

SUPERMAN: THE MAN OF STEEL #35

DC COMICS "The Fall of Metropolis," Part 2 (of 5) and "Worlds Collide" Part 1 (of 14). (Now that's a lot of hi-mist.) Luthor's gonna finish off Metropolis if it kills him, and it looks like it will. Supes, in the meantime, ain't gonna let it happen. By Louise Simonson, Jon Bogdanove, and Dennis Janke. This tests in with *Superman* #91 and *Adventures of Superman* #514, in which the dung really hits the fan (and Lois). And, hey, that Fred Bentson guy shows up again with his strange dreams. **$1.50**


SPIDER-MAN #48

STORMWATCH #25

MORE PICKS

SUPERMAN/DOOMSDAY: HUNTER/PREY #3
DC COMICS Doomsday and Superman clash for the final time! (Yeah...right. We thought the *last* time was "final.") But Doomsday's ability to adapt has enabled him to utilize new methods of survival. Will Superman be able to stop him this time, or will he die and make loads of cash for DC again? By Dan Jurgens and Brett Breeding. **$4.95**

TUROK: DINOSAUR HUNTER YEARBOOK #1
VALIANT Y'know, when Mon-Ark the Dinosaur king got his head blown off a while back, you probably thought he'd stay dead. Well, such is not the case. Mon-Ark is alive and...well, different. (This sounds more like a '60s drive-in movie than a comic.) By Mike Baron, Dave Cockrum, and Gonzalo Mayo. Painted cover by Eric Hope. Baron says: "The story concerns Omen Enterprises retrieving Mon-Ark's electronic memory and implanting it in the body of a human. Mon-Ark not only takes over the body, but Omen...more or less." **$3.95**

UNCANNY X-MEN #314
MARVEL Where's Iceman, you ask? With Emma Frost, the White Queen, that's where. (Wow, and we thought she was dead.) Unfortunately, she's too busy dealing the rest of the X-Men onto the trail of Phoenix to tell 'em where he's at. By Scott Lobdell, John Romita Jr., and Dan Green. **$1.50**

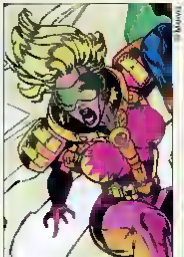
VENOM: THE MACE #3 (OF 3)
MARVEL Venom and Mace face the Sunrise Society's ninjas in a final nervous system-rending brawl. Will they survive? (Of course they will, but let's suspend disbelief anyway. Ahem.) *Will they???* By Carl Potts, Liam Sharp, and Bill Reinhold. **$2.95**

WEB OF SPIDER-MAN #114
MARVEL "Live and Let Die," Part 2. Introducing Facade, an all-new villain with whom Spidey must reckon. But then again, Spidey is such a licensing giant that even Facade could never do any true damage to him. So as far as we're concerned, Facade is nothing but

VENOM: THE MACE #3

WILDC.A.T.S #11

WOLVERINE #83


X-FORCE #36

a foreign attempt to trick fans into thinking there could possibly be a real threat to Spidey. (Well, we'll suspend disbelief again. OK?) By Terry Kavanagh, Alex Saviuk, and Stephen Baskerville. **$1.50**

WILDC.A.T.S #11
IMAGE As the WildC.A.T.s are controlled by the evil Tapestry (aka Carole King), Zealot must seek help from some old friends to free them. (Here come the Bugaloos!) This issue introduces Zealot's sister, Savant Soldier, and the forgotten Kherubim lord Mr. Majestic. By Chris Claremont and Jim Lee. **$2.50**

WOLVERINE #83
MARVEL Wolvie goes to Japan to confront Mariko's daughter. It's a good thing he gets to run into swell (or is that swell-headed?) guys like the Silver Samurai and Sunfire. By Larry Hama, Adam Kubert, and Mike Sellers. **$1.95**

X-FACTOR #104
MARVEL Mr. Sinister strikes for the umpteenth time! And he's behind the possession of Alex Summers. Uh-oh—will our heroes be able to halt his evil scheme? (Boy, I hope not; just once, I'd like to see an X-team get pummeled so badly that they'd be afraid to star in their own book again. Dare to dream.) By J.M. DeMatteis, Jan Duursema, and Al Milgrom. **$1.50**

X-FORCE #36
MARVEL The Nimrod story concludes here, and the team must make some difficult choices that will soon cost them dearly. ("Um...do I wear this costume...at *this* one?" "Does my code name *have* to be one syllable?" "Do I put my jacks in this pouch—or in *this* one?") By Fabian Nicieza, Tony Daniel, and Jon Holdredge. **$1.50**

X-MEN #34
MARVEL The Beast, searching for a cure for the Techno Virus, breaks into Mr. Sinister's lab, only to discover what's happened to Threnody, who's been left in Sinister's care. It's not a pretty sight. By Fabian Nicieza, Andy Kubert, and Matt Ryan. **$1.50**

This is a list of the coolest books for younger readers shipping in the month of May.

Barbie #43

MARVEL When Ken decides to repair his old boat, the Skipper can't wait to get on the high seas. Too bad he doesn't expect the hard work that comes with it! Also: Barbie teaches a course on bookbinding. By Barbara Slate, Anna-Maria Cool, and John Lucas. **$1.50**

Carl Barks Library of Donald Duck Adventures in Color #5

GLADSTONE This classic "library album" lets you relive comic legend Carl Barks's timeless Donald Duck stories, which are fun for both children and adults. Plus, in this issue, read Barks's only Mickey Mouse story! **$7.95**

The Jetsons #1

HARVEY For the first time in nearly 20 years, the Jetsons have a brand-new comic book debut! In this issue, George tries to make Elroy "King of the Speedway." By Earl Kress, Kirk Hanson, and Bill Hill. **$1.50**

The Lion King #1

MARVEL This 48-page book adapts Disney's upcoming movie *The Lion King*! Ever wonder what it's like to be a young lion cub destined to become the king of the jungle? Just ask Simba and you'll find out in this gem. By Bobbie J.G. Weiss and Sparky Moore. **$2.50**

Looney Tunes #4

DC COMICS This issue puts a new spin on the story of Marco Polo when Daffy Duck becomes Ducko Polo. Plus: more zany tales starring Bugs Bunny, Witch Hazel, and Wile E. Coyote. **$1.50**

Scooby Doo #1

HARVEY In his all-new comic book, Scooby, along with Scrappy and Shaggy, investigates a haunted movie theme park. By Michael Kirschenbaum, Gordon Morrison, Alfredo Alcala, and Jorge Pacheco. **$1.50**

Sonic the Hedgehog #13

ARCHIE In this issue, the evil Robotnik creates an orbiting space weapon, hoping to transform Sonic and friends into mindless robots! Can the hedgehog escape this menace? By Angelo DeCesare and Art Mawhinney. **$1.50**

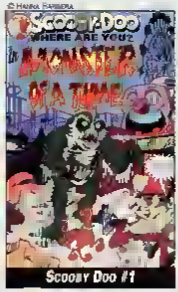
Teenage Mutant Ninja Turtles Adventures #59

ARCHIE "Blindsight," Part 1 (of 2). When Michaelangelo is captured by the government, Leonardo and Donatello launch a risky high-seas rescue! By Dean Clarrain and Chris Allan. **$1.50**

Walt Disney's Comics and Stories #592

GLADSTONE This issue features stories starring Donald Duck and Mickey Mouse! Plus: a tribute to Donald. **$2.95**

The Jetsons #1



Scooby Doo #1

Sonic the Hedgehog #13

TMNT Adventures #59

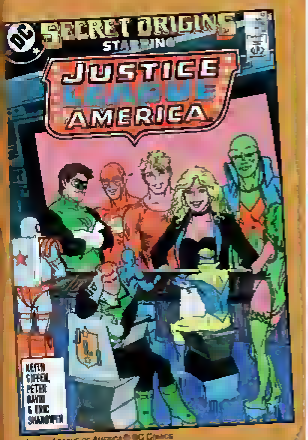
PREMIERES

Comic book collectors place a great deal of importance on #1 and #0 issues. Since it's tricky to determine whether a book will succeed, you have to choose your comics very carefully. Number one and zero issues have been known to appreciate considerably when a series becomes popular. This is a list of all the #1 and #0 issues which are shipping in May. (CE indicates a Collector's Edition.)

Allison, Stronghold #1	Dark Horse	$2.50	El Hombre Negro #1	Azteca	$2.00	Blkey #0	Caliber Press	$2.95	Bigdiveman #1	Axis Comics	$1.95	Darkwatchers #1	Valiant	$3.50
Badge #1	Vanguard	$2.95	Fenny #1	Dark Horse	$2.50	Judy Bartin Valentine's Special #1	Chaos! Comics	$2.50	Deadmen & Cadaver #1	Defiant	$3.25	Steel Assault #1	DC Comics	$2.95
Black Cat #1	Marvel Comics	$1.50	Flame #1	Q-Comics	$1.95	Inglorious Bastard #1	DC Comics	$2.95	Radical Dreamer #0	Blackbell Comics	$1.75	Titan Special #1	Dark Horse	$3.95
Blade: The Vampire Hunter #1	Marvel Comics	$2.95	Force Works #1	Marvel Comics	$3.95	Lightning Bantles Presents #1	Lightning Comics	$3.50	Ray Bradbury Comics Special: Tales of Horror #1	Topps Comics	$2.50	Turok, Dinosaur Hunter Yearbook #1	Valiant	$3.95
Bonnevia Blood Part 3 #1	Dark Horse	$2.50	Galactic Guardians #1	Marvel Comics	$1.50	The Man Ring #1	Marvel Comics	$2.50	Rozen / Dark Angel: Ros Final Hunt #1	Boneyard Press	$2.95	Unity Tour Vol. 1	Valiant	$10.95
Bonny Jones Special #1	Mirage	$2.75	Hellboy: The Wolves Within #1	Dark Horse	$2.95	Mars Attacks #1	Topps Comics	$2.95	Sandman #1	Rock-It/Malibu	$3.95	Visitor #1	Image Comics	$1.95
Demonition #1	Fantagraphics	$2.95	Hellspawn #1	Topps Comics	$2.50	Martha Washington Goes To War #1	Dark Horse	$2.95	Shadowhawk Unitary #1	Image Comics	$1.95	Wonderlite #1	Ultraverse	$1.95
Dark Horse Downunder #1	Dark Horse	$2.50	Jurassic Park 3: Shattered Helix #1	Dark Horse	$2.50	Martial Outlaw #1	Fantagraphics	$2.95	Slot Machine #1	Bravura/Malibu	$2.50	Within Blue Sky #1	Dark Horse	$2.95
Don Simpson's Bizarro Heroes #1	Fiasco Comics	$2.95	Jonny Quest #1	Dark Horse	$2.50	Marvel Masterpieces II #1	Marvel Comics	$2.95				World's Collide #1	DC	$2.50/CE $3.95

good & cheap

Good-readin' books you can still pick up cheap!



JUSTICE LEAGUE OF AMERICA © DC COMICS

Secret Origins (vol. 2) #32

Writers: *Keith Giffen and Peter David*
Artist: *Eric Shanower*
Current Value: $2.25

This retelling of the origin of the Justice League of America mixes action with humor and still manages to be faithful to the Gardner Fox and Mike Sekowsky story from 1962.

In the story, Aquaman, Black Canary, Flash, Green Lantern, and the Martian Manhunter, each working alone, battle strange elemental aliens. They eventually come together to defeat the creatures, and, realizing that there's strength in numbers, decide to stay together.

Interestingly enough, the original origin story from *Justice League of America* #9 had Wonder Woman as a founding member instead of Black Canary. Readers probably know that in her revised post-Crisis history, Wonder Woman wasn't around when the JLA was formed. Another interesting fact is that *Secret Origins* #32 plotter Giffen and editor Mark Waid thought of not having any females on the team at all, but quickly dismissed that idea. Batman and Superman, other charter members of the original team, were also omitted from this revised team.

Giffen and David give these stalwart heroes a grand sense of humor, and it's unfortunate that it lasted for only one issue. Shanower's crisp renditions of the JLA make this book a gem in anyone's collection. ☆

TOP 100

Here's the list for APRIL... a countdown of the most-ordered titles as reported by Diamond Comic Distributors Inc. (CE=Collector's Edition)

1. **X-Men #33 (Marvel)**
2. **Spawn #21 (Image)**
3. **Uncanny X-Men #313 (Marvel)**
4. **Superman/Doomsday #1 (DC)**
5. **Superman/Doomsday #2 (DC)**
6. **Action Comics #700 (DC)**
7. **WildC.A.T.s #10 (Image)**
8. **Wolverine #82 (Marvel)**
9. **Adv. of Cyclops & Phoenix #2 (Marvel)**
10. **X-Men Unlimited #5 (Marvel)**
11. X-Force #35 (Marvel)
12. Superman #90 (DC)
13. Uncanny X-Men Annual #18 (Marvel)
14. Amazing Spider-Man #390 CE (Marvel)
15. Adventures of Superman #513 (DC)
16. Detective Comics #675 CE (DC)
17. Superman: The Man of Steel #34 (DC)
18. X-Men 2099 #9 (Marvel)
19. Spider-Man #46 CE (Marvel)
20. Cyberforce #4 (Image)
21. X-Factor #103 (Marvel)
22. Batman #508 (DC)
23. Beavis & Butt-Head #4 (Marvel)
24. Web of Spider-Man #113 CE (Marvel)
25. Robin #7 (DC)
26. Gen[12] #3 (Image)
27. Spec. Spider-Man #213 CE (Marvel)
28. Incredible Hulk #418 CE (Marvel)
29. Cable #12 (Marvel)
30. Batman: Shadow of the Bat #28 (DC)
31. StormWatch #9 (Image)
32. Green Lantern #53 (DC)
33. Batman: Legends: Dark Knight #61 (DC)
34. Newmen #1 (Image)
35. Prophet #6 (Image)
36. Venom: The Mace #2 (Marvel)
37. Spider-Man #47 (Marvel)
38. Savage Dragon #10 (Image)
39. Superboy #5 (DC)
40. Star Wars: Droids #1 (Dark Horse)
41. Kindred #2 (Image)
42. Spider-Man 2099 #20 (Marvel)
43. Ghost Rider #50 CE (Marvel)
44. Ghost Rider 2099 #2 (Marvel)
45. Superman Annual #6 (DC)
46. Excalibur #78 (Marvel)
47. Catwoman #11 (DC)
48. Fantastic Four #389 (Marvel)
49. Avengers #375 CE (Marvel)
50. Sandman #61 (DC)
51. Spider-Man/X-Factor: Shadowgames #2 (Marvel)
52. Batman Annual #18 (DC)
53. Batman #2 (Bongo)
54. Detective Comics Annual #7 (DC)
55. Brigade #9 (Image)
56. Team Youngblood #8 (Image)
57. Daredevil #329 (Marvel)
58. Steel #5 (DC)
59. Ninjak #5 (Valiant)
60. Bloodstrike #10 (Image)
61. Radioactive Man #216 (Bongo)
62. Supreme #12 (Image)
63. Ren & Stimpy #19 (Marvel)
64. Thor #475 CE (Marvel)
65. What If...? #62 (Marvel)
66. The Fact #2 (Image)
67. Sin City: A Dame to Kill For #6 (Dark Horse)
68. Lobo #6 (DC)
69. Silver Surfer #93 (Marvel)
70. Dreadstar #1 (Malibu)
71. Conan The Adventurer #1 (Marvel)
72. Blackwulf #1 (Marvel)
73. Spider-Man Classics #15 CE (Marvel)
74. X-O Manowar #30 (Valiant)
75. Captain America #428 (Marvel)
76. The Huntress #1 (DC)
77. Armorines #2 (Valiant)
78. Freak Force #5 (Image)
79. Secret Weapons #11 (Valiant)
80. X-Men Adventures Season II #5 (Marvel)
81. Vengeance of Vampirella #1 (Harris)
82. Turok: Dinosaur Hunter #13 (Valiant)
83. Harbinger Files: Harada #1 (Valiant)
84. Rune #4 (Malibu)
85. War Machine #3 (Marvel)
86. Force Works #4 (Marvel)
87. Lobo: A Contract on Gawd #3 (DC)
88. Bloodshot #18 (Valiant)
89. Iron Man #305 (Marvel)
90. Doom 2099 #18 (Marvel)
91. Punisher 2099 #17 (Marvel)
92. New Warriors #48 (Marvel)
93. Marvel Tales #286 CE (Marvel)
94. Madman Comics #1 (Dark Horse)
95. Web of Spider-Man Annual #10 (Marvel)
96. Spirits of Vengeance #23 (Marvel)
97. Fantastic Four Annual #27 (Marvel)
98. Bloodshot Yearbook #1 (Valiant)
99. Solar: Man of The Atom #35 (Valiant)
100. Punisher #91 (Marvel)

what was hOt 1 yeAr ago..

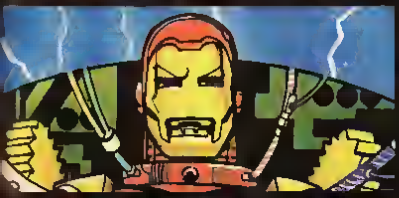
1. Adventures of Superman #500 CE (DC)
2. Action Comics #687 CE (DC)
3. Superman #78 CE (DC)
4. Adventures of Superman #501 CE (DC)
5. Superman: The Man of Steel #22 CE (DC)
6. Turok, Dinosaur Hunter #1 (Valiant)
7. Deathblow #1 (Image)
8. Spawn #12 (Image)
9. Bloodstrike #1 (Image)
10. Adventures of Superman #500 (DC)

2 yeArs ago..

1. X-Men #9 (Marvel)
2. Infinity War #1 (Marvel)
3. Uncanny X-Men #289 (Marvel)
4. X-Force #11 (Marvel)
5. Silver Sable #1 (Marvel)
6. Spider-Man #23 (Marvel)
7. Amazing Spider-Man #363 (Marvel)
8. Ghost Rider #26 (Marvel)
9. Spectacular Spider-Man #159 (Marvel)
10. Youngblood #3 (Image)

3 yeArs ago..

1. X-Force #1 (Marvel)
2. Spider-Man #13 (Marvel)
3. Uncanny X-Men #279 (Marvel)
4. Infinity Gauntlet #2 (Marvel)
5. Uncanny X-Men Annual #15 (Marvel)
6. Amazing Spider-Man #350 (Marvel)
7. X-Factor #69 (Marvel)
8. Batman #467 (DC)
9. X-Factor Annual #16 (Marvel)
10. Ghost Rider #16 (Marvel)



IRON MAN 2020

WALT SIMONSON, WILL ROSADA AND BOB WIACEK PUT ANOTHER IRON MAN INTO THE FIRE IN THE NOT-SO FAR FLUNG FUTURE. WHEN ARNO STARK, THE IRON MAN OF 2020, ATTEMPTS TO RESCUE A COMPETITOR'S DAUGHTER IN EXCHANGE FOR CRITICAL TECHNOLOGICAL INFORMATION, A NEW CHAPTER UNFOLDS IN THE FUTURE OF 2020 IT'S A 64 PAGE BOOK SHELF EXTRAVAGANZA!

MARVELS #0

HERE'S THE PERFECT COMPANION TO THE MOST TALKED ABOUT SERIES OF THE YEAR! FEATURING THE 8 PAGE HUMAN TORCH STORY ORIGINALLY USED TO PITCH THE SERIES, AND A NUMBER OF SKETCHES AND PAINTINGS OF TODAY'S AND YESTERDAY'S HOTTEST HEROES. BY ALEX ROSS AND KURT BUSIEK

MARVELVISION

AN INSIDE LOOK AT JUNE'S HOTTEST TITLES!!!

VENOM: NIGHTS OF VENGEANCE #1 OF 4

A BAND OF HIGH-TECH ALIENS WHO HUNT HUMANS PICK VENOM AND THE MIDNIGHT SONS' VENGEANCE FOR THEIR NEXT TARGETS, AND, HOWARD MACKIE BECOMES THE NEW WRITER ON VENOM, DEVELOPING GREATER CONTINUITY BETWEEN ALL FUTURE VENOM LIMITED SERIES. JOINING HIM ARE ARTISTS RON LIM AND AL MILGROM. FOIL-STAMPED NEON INK COVER!

DEADPOOL #1

MARK WAID AND IAN CHURCHILL BRING MARVEL'S MERCENARY WITH A MOUTH INTO A NEW ADVENTURE WITH BANSHEE AND SIRYN AS THEY GO UP AGAINST BLACK TOM AND THE JUGGERNAUT IN THE HOT SEQUEL TO LAST SUMMER'S MOST TALKED ABOUT LIMITED SERIES.

THEY'RE NOT HEROES IF YOU'RE A MILLION BUCKS FROM A NEW PERSPECTIVE—THEY'RE ON SALE THIS JUNE

THOR ANNUAL #19
GUARDIANS OF THE GALAXY ANNUAL #1
REDEMPTION HULK ANNUAL #1
PUNISHER WAR ZONE ANNUAL #2

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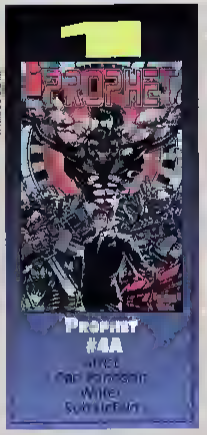
MARVEL COMICS

TOP 10 MAY 1994

Wizard, by staying in touch with hundreds of dealers throughout the country, keeps a close eye on the country's hottest books. Here are the 10 best-selling comics for MAY '94.

1



Prophet #4A

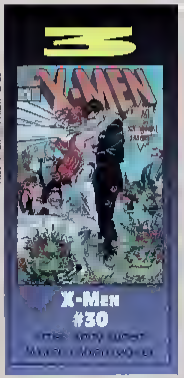
You're probably looking at the cover to the left and saying to yourself, "Hey, this looks nothing like the *Prophet* #4 in *my* collection. What's up with that, man?" It appears that since so few of these books were printed, most people have never seen this cover. The reason the folks over at Extreme pulled this little stunt was to help herald the arrival of....of what's his name, Maan *Knight* Boy. oh yeah, Stephen Platt. Anyway, Stephen Platt begins penciling chores on *Prophet #5*, and the stunt with *Prophet #4A* certainly made fans and dealers alike sit up and pay real close attention to this title. (Now if only Extreme could get *Prophet #5* out on time.)

2

Beavis and Butt-Head #1

Not only is *Beavis & Butt-Head* an incredibly hot comic, thanks to the megahigh profile created by the hit MTV show (and the controversy that it spawned in this great land of ours). This title can help you find out the true meaning of life. Many life- and comic related topics are explored here in depth. Let's see: so far in this series, we've learned about Wonder Man ("Huh-huh, does he wonder why he sucks?" "Superheroes who wear glasses suck, huh-huh-huh"), the Punisher ("Huh-huh, the Punisher kicks ass!" "Yeah, and when he kicks it, it stays kicked!"), and other enlightening subjects of this ilk. Kinda stupid, but at the same time, pretty damn funny.

3



X-Men #30

What makes this book hot? Two things: first, it features the X-Men, stars of the popular Saturday morning cartoon, which makes the kiddies want to read it. Second, it features the long-awaited and much-ballyhooed wedding of Scott (Cyclops) Summers and Jean (no code name) Grey. (Some 30 years after they met, no less. I wonder if white was really the best color for Jean's gown...) Anyone curious as to where the two lovebirds went on their honeymoon should check out page 15 of *WildC.A.T.s #6*. (Also: keep an eye open for Lois and Clark and an older Beavis and Butt-Head.)

4

Gen13 #1

This baby jumped a whopping six spots from last month, giving us adequate reason to believe that image has a solid hit on its hands. This series's popularity is pretty much the result of your basic four-step "let's make a hot comic" program: 1) Fill the cast with teenagers, kids relate to this; 2) Clad the babes in the group as scantily as possible, to capture the pervert market; 3) Get a guy who draws like Jim Lee to pencil it; 4) Hype it up almost a year in advance, do a #1/2 issue, and preview several pages in *Wizard*. This program makes us want to publish our own comics 'cause they'd sell capital ans!

5

MARVELS #2

We here at *Wizard* refer to an underordered #2 issue of a new title as a "Terrible Two," and *Marvels* #2 is a definite "victim" of Terrible Twoitis. When retailers first saw their order books, in which *Marvels* was listed with a $5.95 cover price, their palms got a little sweaty and their throats dried up. This led to conservative ordering of the first two issues. After the first issue shipped, and people discovered how awesome this miniseries was, demand for subsequent issues skyrocketed. Throw in the fact that this issue features the story of the beginning of the X-Men as well as the advent of antimutant hysteria and you'll see why the book's a winner.

6

MOON KNIGHT #57

Why, it's Todd McFarlane's rendition of the world's favorite web-slinging hero, Spider-Man. Wait—upon closer inspection, that's not a Toddy Spidey at all! Then we guess it must be that new Stephen Platt guy. It appears that Mr. Platt's early work on *Moon Knight* is all the rage these days, and his first (last?) rendition of Spidey is no exception. As those of you who follow the exploits of the Top 10 already know, Platt's four full issues of *Moon Knight* (#55-#57 and #60) are tough to find; they were ordered in low quantities before Mr. Platt attracted notice. (Because let's face it: *Moon Knight* sucked.)

7

WOLVERINE #75

Here's another book that never seems to leave the Top 10. Everyone knows the scoop behind this ish: in *X-Men* #25, bad man Magneto sucked all the adamantium out of Logan's skeleton, leaving him near death. To find out exactly what happened to Wolvie, fans had to check out *Wolverine* #75. So, of course, this issue sold out all over the place; suddenly there weren't enough copies left to satisfy the legion of Wolvie and mutant fans, and prices shot through the roof. This is a situation, it appears, that's all too familiar to everyone.

8

LADY DEATH #1

Lady Death #1 placed in the Top 10 again this month, and you fans probably want to know why. Being the good sports that we are, we'll tell ya why: first, the book was heavily underordered, due to the sometimes scary large cover price ($3.50) and the fact that it isn't a huge name like X-Men. (Oh wait: *X-Men* #30 was underordered too. Damn, I'm stuck for a comparison book. Ah, whatever. It was just underordered, OK?) Second, people saw how unbelievably awesome the final cover actually was (the story was cool too), and copies of the book were gone from shelves less than a week after it debuted. Those two factors combined for—boom—a hot book.

9

GAMBIT #1

In the music, movie, and publishing businesses, any project that stays popular for a long time is referred to as "having legs." As far as the comic book business goes, *Gambit* #1 has some serious legs. This title sold very well initially, but the hero's appearances on TV, his multiple comic book appearances, and his toy figure have made him one of, if not the, most popular X-Men. Secondary market demand on this book has never been higher. With four X-Men related titles in the Top 10 (five if you include *Gen13* aka *New Mutants II: The Sequel*), mutant mania is runnin' wild!

10

GREEN LANTERN #47

Right on the cover of this baby, Green Arrow asks us "You got a problem with that?," and our retort is a resounding "Yes, we do!" The problem is finding a copy of this book, a largely ignored issue that fell between the now-famous "Reign of the Supermen" tie-in story in issue #46 and the start of the "Emerald Twilight" storyline in issue #48. Collectors and readers who are searching for this book are learning that it's as hard to find as Sharon Stone's acting skills. The demand for this ish has caused prices to take off faster than the previously mentioned Ms. Stone's clothing. ★

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WIZARD

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The voice of the comic book industry fans collectors artists writers publishers, distributors and store owners turn to Wizard for the inside track!

Call For Submissions

Wizard The Guide To Comics welcomes manuscripts pertaining to subjects that will appeal to the interests and needs of comic book readers, fans, collectors, writers, artists and publishers.

Authors should submit one original and two copies of each manuscript. Articles previously published in other magazines and edited or rewritten manuscripts of previously published articles by the author are not acceptable.

Each manuscript should be typed, double-spaced run in length between 1300 and 1500 words and be accompanied by a three qto four-line biography about the author Submissions for review as guest writers for any monthly department or column are also encouraged

If artwork can be provided by the author to enhance the article, indicate this, but do not send any with the original submission. *Wizard* is looking for concise tightly-written manuscripts that cover a subject area as thoroughly as possible in 1300 to 1500 words. All manuscripts are subject to editorial review and revision to conform to the editorial criteria of *Wizard*. All material in *Wizard The Guide To Comics* is protected by copyright and may not be published elsewhere without written permission from *Wizard*.

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Submissions Review
Wizard The Guide To Comics
100 B-1 Red Schoolhouse Road
Chestnut Ridge, NY 10977

Wizard Market Watch

by
Jon Worren

X-Men and Beavis & Butt-Head Rule

Activity in the back issue market has definitely heated up since last month. Many retailers even reported increased sales of the more expensive image and Valiant issues. The recent release market is still strong. Silver Age Marvels are doing extremely well in all grades, and the demand for Golden Age books continues to grow.

RECENT (1991-1994)

This key segment of the market has seen lots of price movement this month. Check out the Price Guide for the latest values.

● MARVEL

War Machine #1 is a winner for Marvel. Its point-of-purchase display caught everyone's attention. It lights up and makes noise when people set off its motion detector, and is an awesome way to usher in this new series.

Beavis and Butt-Head is selling like crazy. collectors see it as the next *Ren & Stimpy*. The "Fatal Attractions" hologram issues, led by *Wolverine* #75, are runaway sellers. And of course, anything to do with the X-Men cartoon series is hot.

There's still incredible demand for *Moon Knight* #55-#60, drawn by Stephen Platt, with #55 and #57 being the most requested, according to several of our VIPs. #55 is Platt's first *Moon Knight* while #57 contains Platt's first depictions of several Marvel heroes, including Spider-Man.

The *Gambit* mini-series is doing extremely well, as are all the X-titles. And last but by no means least, *Marvels* #1 and #2 are hot in all areas of the country, the first half of this beautifully painted, well-written mini-series is being snapped up by collectors. Demand and value are both going up for these books. *Marvels* #3 is also getting hot.

● DC

Green Lantern #50, in which Hal Jordan decimates the GL Corps, is the hottest DC issue by far. Retailers report strong sales for the other recent *Green Lantern* issues, including the increasingly hot #47, the rare issue which preceded the "Emerald Twilight" trilogy (*Green Lantern* #48-#50).

The *Superman/Doomsday* mini-series is causing some excitement. The first few issues of their previous battle, including *Superman The Man of Steel* #18 and *Superman* #74, are in high demand in most areas.

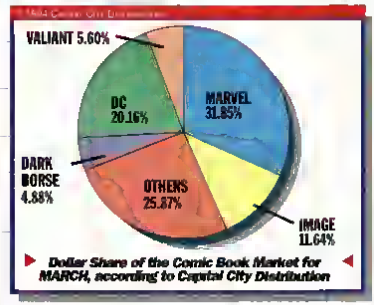
Catwoman and *Robin* are enjoying solid sales because of their Batman connection and their well-written stories. *Hawkman* is also doing well, since its hero is being characterized in exciting new ways.

The Vertigo line has its share of winners. Due to its new direction, *Swamp Thing* is hot, as is the popular *Sandman*, which is enthralling readers with its last major storyline, "The Kindly Ones," amid speculation that Sandman might die at its conclusion.

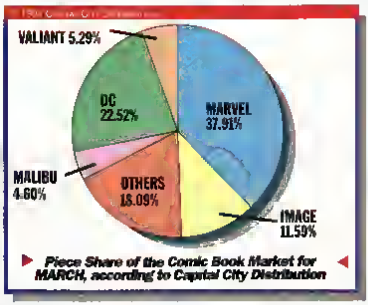
● IMAGE

Todd McFarlane's *Spawn* continues to top the charts for the Image crew. But it's not too far ahead of *Gen*[13] #1 and #2, which were nationwide sellouts.

Stephen Platt, who's definitely the golden boy of the moment, had another hit even before he finished penciling the interiors of his first issue of *Prophet*! Image, in order to give fans a Platt preview, placed an original Platt cover on roughly 20% of the copies of *Prophet* #4. This caused a good deal of hysteria in comic stores: when collectors found out about the special edition, they gobbled up as many Platt-covered copies of the book as they could. This is an extremely hot book, and #5 should sustain the momentum.



▶ *Dollar Share of the Comic Book Market for MARCH, according to Capital City Distribution* ◀



▶ *Piece Share of the Comic Book Market for MARCH, according to Capital City Distribution* ◀

VALIANT

Ninjak continues to dominate the interest of Valiant fans. It's hot both as a new issue and a back issue, although some retailers report that Ninjak's first appearances in *Bloodshot* #6 and #7 have stabilized for the moment. In general, our VIPs report that Valiant back issues are beginning to sell again. Issues in the $20 to $40 range are moving, while the "biggies" like *Harbinger* #1 and *Rai* #3 and #4—priced between $50 and $100—are selling slowly.

OTHER PUBLISHERS

Malibu Comics's Bravura line got off to a good start with *Bread* #1 and *Power & Glory* #1. The gold stamp redemption program, in which readers collect stamps from each Bravura issue and trade them in for premium books, seems to be helping. Early Ultraverse issues such as *Prime* #1, *Hardcase* #1, *The Strangers* #1, and *Mantra* #1 are moving well, according to survey respondents.

In other news, Chaos! Comics's *Lady Death* #1, which stars the popular *Evil Ernie* character, is the big surprise of late. An eye-catching chromium cover and good timing helped make this new release an absolute sellout across the nation. Copies are tough to come by, and prices have escalated.

Cartoon Books's *Bone* continues to be a hot seller, though most retailers have said that they're buyers, not sellers, at the moment. The reason? They've sold out, and collectors still want more! The first issue sells for about $160, while #2-#6 all go for double digits. Second through fourth printings of the early issues are hard to find, so pick 'em up: they're collector's items that are fun to read!

MODERN AGE (1970-1990)

DC

Early issues of *Sandman* (the current series) are the backbone of DC's modern market, thanks in part to excitement over the current storyline. But the *Swamp Thing* series from the '70s is still snapped up by collectors when available, because of its good horror tales by creators Len Wein and Berni Wrightson.

MARVEL

The original *X-Men* series dominates the interest of '70s Marvel collectors. This series is a 15-year phenomenon that could be the topic of an article all by itself. *Giant-Size X-Men* #1 and *X-Men* #94, the first two appearances of the megapopular New X-Men, are the key books in this category. *Iron Fist* #14, the first appearance of Sabretooth, is also hot, and has been rapidly rising in value, mainly because of the character's recent association with the X-Men. Collector demand remains strong at current prices. The early Wolverine appearances are strong at current price levels, too.

SILVER AGE (1955-1970)

MARVEL

Amazing Spider-Man and *X-Men* (vol. 1) lead the way for the Marvel half of the Silver Age market. The hottest issues outside of the mainstays are *Fantastic Four* #49 (first Silver Surfer) and *Incredible Hulk* #1-#6.

Movement in prehero Marvels, especially prototype issues, has turned into a real market force. A prototype issue contains a "tryout" story using an early version of a major character, for example, in *Tales of Suspense* #16. Marvel used a hero named Metallo to see if Iron Man would be a viable character. Prehero issues of *Strange Tales*, *Tales to Astonish*, *Tales of Suspense*, and *Journey into Mystery* are flying out of retailers' boxes.

WIZARD'S TOP TEN HOTTEST ARTISTS

PHOTO: AL ORTEGA

Todd McFarlane
Spawn

Joe Quesada
upcoming Florida

PHOTO: AL ORTEGA

Jim Lee
WildC.A.T.s

Stephen Platt
Prophet

PHOTO: LINDY VALLEY

Frank Miller
Sin City: A Dame to Kill For

Burt Sears
Violator

Greg Capullo
Violator

PHOTO: AL ORTEGA

Marc Silvestri
Cyberforce

Dale Keown
Pitt

PHOTO: J. TOUTH

Andy Kubert
X-Men

WIZARD'S TOP TEN HOTTEST WRITERS

PHOTO: LINDY VALLEY

Frank Miller
Sin City: A Dame to Kill For

PHOTO: AL ORTEGA

Neil Gaiman
Sandman

Peter David
Incredible Hulk, Aquaman, Spider & Venom

John Byrne
Next Man, Danger Unlimited

PHOTO: MICHAEL JOHNSON

Alan Moore
Violator

PHOTO: AL ORTEGA

Fabian Nicieza
New Warriors, Nova, X-Men, Night Thrasher

Dan Jurgens
Superman

Chris Claremont
WildC.A.T.s

PHOTO: AL ORTEGA

Jim Shooter
Warriors of Plasm

Ron Marz
Green Lantern, Silver Surfer

WIZARD'S TOP TEN HOTTEST ARTISTS AND WRITERS LISTS ARE DERIVED FROM A NATIONWIDE DEALER SURVEY.

Market WATCHERS

Welcome to a new section in *Wizard*'s Market Watch, in which we answer your letters about prices and collecting comic books

DC

Showcase #1-#40 continue to fuel the DC half of the Silver Age market. Strong demand continues for DC war books, especially *All-American Men At War*, *Star Spangled War Stories*, *Our Army At War* (#81 particularly, as it features Sgt. Rock's debut), and *G.I. Combat*. Longtime Silver Age DC collectors know how scarce these books are, and realize that they're still a good value at current prices.

OTHER PUBLISHERS

Dell cartoon books such as *The Flintstones* and *Bullwinkle* are the notable standouts this month. Demand for these is growing daily, because most of these titles are TV titles, and there's a lot of collector interest in the TV market. The rarity of these "crossover" books significantly helps the value.

SALES REPORTS

Wizard VIPs report these interesting recent sales of Silver Age books:

Amazing Fantasy #15
VGF- $2,200

Amazing Spider-Man #1
VF- $6,700

Avengers #1
Vb- $1,200

X-Men (vol. 1) #1
b- $760

Note that the prices in the *Wizard* Price Guide are for Near Mint (NM) copies.

GOLDEN AGE (1938-1954)

Demand is still strong. Collectors snap up early issues of mainstream titles and almost any superhero books. However, store owners continue to bemoan the small supply and their inability to restock. This tug of war between supply and demand will only become fiercer as the number of Golden Age collectors increases.

Here are some sales of note of Golden Age books reported by our VIPs:

Action Comics #23
VG+ $400

Adventure Comics #61
VF+ $2,600

All-American Comics #16
G+ $5,000

All-Flash #1
FVF $1,800

Batman #1
G $5,000

Captain America #1
VG $6,000

Superman #1
GVG $6,000 ★

Dear Wizard,

I have noticed that there are quite a few titles missing from the guide. Even though they are mostly obscure titles, there are people out there who still collect these titles (me, for example). Listing these titles could establish *Wizard* as a very reliable price guide, instead of one that merely lists the current "in" comics.

I have also noticed that the artists for the older comics are not given (in the introduction to the price guide). One very glaring omission is the name of the legendary Mike Ploog. Older comic fans know Mike Ploog as one of the greatest artists of the '70s. You guys have something against him, or what?

Leonard Chueh
Selangor, Malaysia

You're definitely not alone in wanting "obscure" titles to have a place in our price guide. The main reason most of these books aren't listed in that they're presently experiencing little or no market activity, people just aren't buying or selling them. A few months ago, we had to delete several titles like this—mostly titles that had ceased publication—for space reasons, even though these books had a too readership in their time. However, we're constantly watching these books, and if any are the subject of market interest, we'll definitely return them to the guide.

As for your other question, that's easily answered: the great Marvel artist Mike Ploog (who worked on *Marvel Spotlight*, *Man-Thing*, and *Ghost Rider*, among other titles) is now a part of what we call the Intro to the Price Guide. If there's any reader out there who feels an artist or writer has been unfairly omitted from our always-expanding creator list, let us know.

Dear Wizard,

Why do you guys have the signed Capital City Distribution *Spawn* TPB so low? Come on, guys, only 1,200 were printed... Now, how many *Spider-Man* platinums, *WildC.A.T.s* golds, and all those other premium books were printed? Probably a minimum of 5,000 or more, and they value from $35 to $250. Since this is true, shouldn't the *Spawn* TPB be worth a lot because: 1) it's signed by McFarlane, 2) there aren't any other *Spawn* special or premium books, and 3) it had a very, very short print run? Think about it.

Bernie Mengiboyat
Dragon's Lair
Fayetteville, NC

The value we have listed for the collection—$175—was calculated from data on the surveys sent in by the members of our nationwide retailer network. After further research, we recently compiled a new value, $225. Of course, we'll continue to keep track of it.

Dear Wizard,

I've been waiting for the value of *The Maxx* #1/2 since it came out... I would like to know if you could publish it soon.

Patrick Keck
Henderson, NV

Starting with issue #33 (actually, it was featured in #32's Tip Sheet—another new feature for you collectors), the regular edition has been listed at $8.00, and the hard-to-find gold foil edition at $75. We were a bit wary about listing a market value for a book we co-published, but since many people clamored for it, we obtained these prices from our retailer network.

Continued Thataway

Market WATCHERS

Dear *Wizard*,

My first (topic is) polybags. The only thing I see that these are good for is for including cards, posters, et cetera with a comic instead of having them bound in the book. The way I see it, most people bag their comics anyway so just put the card or whatever in your own "bag 'n' board" saving system. That way it is still in a bag, and with the bonus it came with. Like I always say, "Bag the bag, then bag the book."

Also, in your price guide, you don't have *New Mutants Annual #7* listed. Where is it?

David M. Baxter
Wallingford, CT

Boelcelly, I agree with you—any polybagged comic which after being carefully opened and *read* is placed back in the polybag itself with the extra contents and then begged and hoarded, should be worth as much as the original item. This would enable collectors to read their "polybooks" and not fret about cutting their value in half when they cut open the bag.

Unfortunately, this is not the case. It seems that when a comic is taken out of its bag, it is considered a damaged book. This is directly related to the incentive coupon problem (which publishers are dealing with in innovative ways these days), whereby comics without their bound-in coupons are worth a fraction of "uncut" books.

Hopefully, retailers and collectors alike will one day agree on a pricing system for these kinds of books. Until then, we welcome any thoughts on the subject, some of which may be printed here.

***New Mutants Annual* #7 is now listed in the guide; its omission was a simple oversight.**

Before I go, I'd like to thank Fabian Seemarraine of Queens, N.Y., for his *Web of Spider-Man* info. Thanks, Fabian!

—Marc Wilkotsky

If you have a question or comment regarding our Comic Book Price Guide or comic collecting in general, please send a letter to:

Market Watchers
c/o Wizard Press
151 Wells Ave.
Congers, NY 10920-2064

WWIN: *Amazing Spider-Man #238*

The first appearance of Hobgoblin!

Missing *Link*

Hi there! Welcome to *Wizard*'s newest monthly contest. Here's the deal: every month, in the Market Watch column, we'll list three comic book issues that contain something in common, in terms of content, characters, creators, or the like. Your job is to tell us what that something is. (Actually, we already know what it is. But we want to know that you know too!)

For example: what do *Uncanny X-Men* #144, *Marvel Team-Up* #122, and *She-Hulk* (vol. 2) #8 all have in common? That's easy: all three feature guest appearances by the Man Thing.

Get the idea? Of course, we won't make each contest *that* easy. You'll usually have to read through the books to find the answers, but they, how hard could that be for you comic lovers? By the way, you won't have to be a regular reader of the particular books to figure out the answer.

We'll randomly select an entry out of all the correct ones we receive. The winner of this month's contest will receive an *Amazing Spider-Man* #238, the first appearance of the Hobgoblin, with the tattoo which originally came with the book—a package currently valued at $60! So good luck, and good sleuthing!

Here's the first batch o' books:

Gambit #4

Justice League America #75

Legion of Super-Heroes (vol. 4) #50

Send all entries to:
Missing Link #34
c/o Wizard Press
151 Wells Ave.
Congers, NY 10920-2064
All entries must be received by June 30, 1994.

If you can read this fine print, then you're in.

No purchase necessary. Contest is open to anyone except employees of Wizard Press, their subsidiaries/affiliates and their Jan Warren guy. Print you name, address, city, state, zip code, telephone number with area code, and the Missing Link on a three-by-five- inch index card or a standard postcard. Enter as many times as you like. Mail each entry in Missing Link #34, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064. Limit one entry per envelope. No mechanical reproductions will be accepted. All entries become the property of Wizard Press, and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winner. No cash equivalent or substitute prize is offered. The prize will be awarded in the name of the contest winner and is not transferable. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purpose and rules hereof. **All entries must be received at contest headquarters by June 30, 1994.** Wizard Press is not responsible for lost, late, mutilated, or misdirected entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. The prize winner will be selected in a random drawing from all properly completed entry forms received at contest headquarters. The random drawing will be conducted on July 1, 1994, by Wizard Press. All decisions are final.

For the name of the winner, available after July 31, 1994, send a stamped, self-addressed envelope to Missing Link #34 Wizard, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064, or just watch this column!

WELCOME TO THE

WIZARD® PRICE GUIDE

About The Price Guide

The following Comic Book Price Guide contains the most accurate and up-to-the-minute Silver and Modern Age comic book prices available. To make sure our values are as timely as possible, we constantly communicate with our ever-expanding network of comic book retailers and regularly send scouts to check prices in stores and shows throughout the country. All values in this guide are for books in Near Mint condition. Keep in mind that the Price Guide is only a guide, and that prices may vary depending on your location, the availability of a title, and its current popularity.

How To Use This Price Guide

It's easy. When a book has changed in value since last month's listing, it's shaded with either a red or a blue bar. If the comic has risen in value, it's marked by a red bar. If it has fallen in value, it's marked by a blue bar. Every new issue and/or title listing is marked by a green bar.

EXAMPLE:

200	3.00
201	3.00
202	4.00
203	4.00
204	3.00
205	3.00
206	3.00
207	3.00
208	3.00
209	2.00
210	2.00
211	3.00
212	3.00

In this example, issues #202 and #203 have risen in value since last month, issues #205 and #210 have dropped in value, and #212 is being listed for the first time. Red or blue bars do not mean that a comic will continue to rise or fall in value in the coming months. The comic market is like a wild weasel.

Abbreviations

REFERENCES

1	First Appearance of
anniv	Anniversary Issue
B	Begins stories with
cvr	Cover
D	Death/Destruction of
GN	Graphic Novel
HC	Hardcover
I	Introduction of
IR	Identity Revealed
J	Joins
L	Last story with
M	Married
O	Origin of
p	part #
PF	Prestige Format
Q	Quits
R	Return of
SC	Softcover
sz	size
TPB	Trade Paperback
w/	With
w/o	Without

ARTISTS/WRITERS

AAd	Art Adams
AAu	Adam Austin (Gene Colan)
ABa	Andy Barlow
ABe	Antony J.L. Bedard
ABl	Adam Blaustein
ABr	Allyn Brodsky
AGo	Amanda Conner
ACt	Andre Coates
ACu	Allan Curtis
ADa	Adrian Davis
ADr	Arnold Drake
AFo	Alan Dean Foster
AGa	Alex Garner
AGi	Alan Gordon
AGl	Armando Gil
AGn	Archie Goodwin
AGo	Adrian Gonzales
AGr	Alan Grant
AHa	Andrew Helfer
AHo	Art Holcomb
AHu	Adam Hughes
AJa	Allan Jacobsen
AJo	Arvell Jones
AKb	Andy Kubert
AKn	Andy Kuhn
AKp	Alan Kupperberg
AKu	Adam Kubert
AKw	Alisa Kwitney
ALa	Andy Lanning
ALc	Alcatena
ALe	Arvin Lontemirik
ALp	Aaron Lopresti
AMa	Andy Mangels
AMc	Angus McKie
AMe	Angel Medina
AMr	Al Milgrom
AMo	Alan Moore
ANI	Art Nichols
ANo	Ann Nocenti
APa	Andrew Paquette
APe	Andrew Pepoy
APo	Adam Pollina
ARo	Alex Ross
ASa	Alex Savitik
ASc	Alberto Salzhann
ASf	Art Saaf
ASI	Aubrey Singer
ASm	Andy Smith
ASn	Angelo Stano
ASr	Allen Salyer
ASt	Alec Stevens
ATh	Art Thibert
ATo	Alex Toth
AVe	Andrew Vachss
AWa	Alan Weiss
AWI	Al Williamson
AWI	Anthony Williams
AWm	Andrew Wildman
AWn	Andrew Wendel
AWs	Aron Wiesenfeld
AZe	Alan Zelenetz
BAn	Brent Anderson
BAs	Bill Anderson
BAu	Brian Augustyn
BBd	Brett Breeding
BBe	Brian Michael Bendis
BBk	Bill Black
BBl	Bret Blevins
BBn	Bob Brown
BBo	Brian Bolland
BBr	Barry Blair
BBt	Brett Booth
BBu	Bob Budiansky
BCh	Bernard Chang
BCo	Brandon Choi
BDr	Bill Drake
BEv	Bill Everett
BGo	Brad Gorby
BHa	Bob Harras
BHe	Ben Herrera
BHi	Bryan Hitch
BHl	Bob Hall
BHn	Bob Hanon
BHo	Bill Hobbs
BHy	Bob Haney
BJa	Bill Jaaska
BJo	Bruce Jones
BJy	Bernie Jaye
BKa	Bob Kane
BKe	Barbara Kesel
BKI	Barry Kitson
BKn	Bill Kunkel
BLa	Bob Layton
BLc	Blackwell
BLo	Bruce Love
BLu	Bob Lubbers
BMa	Bill Mantlo
BMc	Bob McLeod
BMd	Brian McDonald
BMi	Barrie Mitchell
BMk	Brandon McKinney
BMm	Bill Mimmy
BMn	Bill Marimon
BMo	Bill Molno
BMr	Bernie Mireault
BMs	Bill Maus
BMt	Brendan McCarthy
BMu	Brian Murphy
BNe	Bill Neville
BOc	Brian O'Connell
BPa	Bruce Patterson
BPe	Brandon Peterson
BPn	Byron Pennanda
BPo	Bob Powell
BPt	Bruno Premiani

Photo: J. Schmidt

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BPu ..... Brian Pulido
BRa ..... Barbara Randall
BRd ..... Bradley C. Radar
BRi ..... Bill Reinhold
BRo ..... Bob Rozakis
BSe ..... Bart Sears
BSi ..... Bill Sienkiewicz
BSm ..... Barry Windsor-Smith
BSp ..... Bill Spangler
BSt ..... Beau Smith
BTa ..... Bryan Talbot
BTi ..... Bruce Timm
BUz ..... Buzz
BWi ..... Bill Willingham
BWm ..... Brian Williamson
BWo ..... Basil Wolverton
BWr ..... Berni Wrightson
BZi ..... Bruce Zick
CAd ..... Charlie Adlard
CAg ..... Craig Anderson
CBa ..... Gary Bates
CBc ..... Chris Bachalo
CBo ..... Craig Boldman
CBr ..... Craig Brasfield
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CGr ..... Chris Gardner
CHa ..... Colly Hamner
CHl ..... Charles E. Hall
CHo ..... Craig Houston
CIs ..... Chris Isaak
CKe ..... Cam Kennedy
CLe ..... Cinqué Lee
CMa ..... Chris Mariman
CMc ..... Colin Mochiel
CMi ..... Craig Mitchell
CMn ..... Cynthia Martin
CMo ..... Christopher Moeller
CMs ..... Charles Marshall
CNo ..... Cedric Nocon
CPa ..... Chuck Patton
CPf ..... Chuck Pfarrer
CPo ..... Carl Potts
CPr ..... Christopher Priest
CRu ..... Craig Russell
CSc ..... Christopher Schenck
CSn ..... Craig Stormon
CSp ..... Chris Spouse
CSt ..... Chic Stone
CSw ..... Curt Swan
CTr ..... Chas Troug
CUl ..... Chris Ulm
CVa ..... Cindy Vance
CVe ..... Charles Vess
CWa ..... Chris Warner
CWd ..... Cynthy Wood
CWi ..... Chris Williams (Chriscross)
CWj ..... Chuck Wojtkiewicz
CWo ..... Chris Woznick
DAb ..... Dusty Abell
DAd ..... Dan Adkins
DAm ..... David Ammerman
DAn ..... Dan Abnett
DAy ..... Dick Ayers
DBa ..... Dan Barry
DBe ..... Denis Beauvais
DBk ..... Darryl Banks
DBn ..... Daniel Brereton
DBs ..... Del Barras
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COLLECTOR'S CLUE #4

Creator Debuts Count!

The first published comic book work of the important writers and artists of the future will be valuable, just like the first pro work of Neil Gaiman, Frank Miller, John Byrne, Todd McFarlane, and Jim Lee is valuable today. Try to identify these new hot creators early, then pick up their first pro work when it's still fairly inexpensive.

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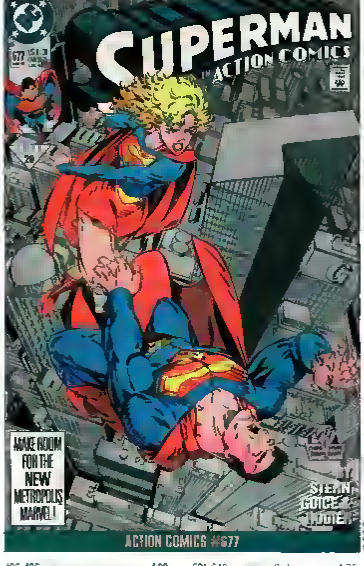

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BADGER

CAPITAL (1983-1984)

1 JBi Mile ..6.00
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FIRST (1985-1991)

5-6 ..6.00

Clayface and Lady Clayface have fallen in love and had a baby Clayface! (Hey, I saw that on Oprah!)

WIZARD PRICE GUIDE

7-30 ... 5.75
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BADGER GOES BESERK

FIRST (1996)

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BARBIE

MARVEL (1991-current)

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BARBIE & KEN

DELL (1962-1964)

1 ... 225.00
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MARVEL (1991-current)

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BARB WIRE

DARK HORSE (1994-current)

1 LMJ Jim vs Deathcart ... 2.00

BATMAN

BONGO COMICS (1993-current)

1 vs Mrs. Kringeppel's liver fo love ... 4.00
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BATGIRL SPECIAL

DC COMICS (1988)

1 Las Batgirl story ... 6.00

BATMAN

DC COMICS (1940-current)

100 ... 1,200.00
101-104 ... 250.00
105 Catwoman ... 350.00
106-109 ... 225.00
110 BKa phantom Batman ... 225.00
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123 Joker ... 130.00
124-126 ... 125.00
127 Joker Superman ... 130.00
128 ... 115.00
129 O Brolin ... 130.00
130 ... 115.00
131 BKa Batman II Robin II, Batwoman ... 80.00
132 BKa vs Sea-Fox ... 80.00
133 Bat-M In ... 80.00
134 BKa rainbow creature ... 80.00
135 BKa Batman II Robin II ... 80.00
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138 BKa Sea Beast ... 80.00
139 BKa Bat-Girl(old) ... 80.00
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141 vs Clockmaster ... 80.00
142 BKa Robot Guardian ... 80.00
143 last 10-cent cvr price issue ... 80.00
144 BKa Bat-Mite, Bat-Girl(old) ... 80.00
145 BKa Batman II, Joker II ... 100.00
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147 BKa Bat Baby ... 80.00
148 BKa Joker ... 100.00
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154 BKa vs Dr. Dom ... 45.00
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157 BKa Mirror Man ... 45.00
158 BKa vs Bat-Hound ... 45.00
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162 BKa Bat-Beast ... 45.00
163 Joker ... 80.00
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168 BKa vs Mr. Mammoth ... 45.00
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175 BKa unlouchable Batman ... 30.00
176 Catwoman ... 45.00
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178 BKa Rocketeers ... 30.00
179 Riddler(Silver Age) ... 70.00
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182 80 pg giant reprint ... 35.00
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185 ... 30.00
186 Joker ... 25.00
187 80 pg giant reprint ... 35.00
188 ... 18.00
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190 Penguin ... 25.00
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211 212 ... 12.00
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219 NAd FRo Kidnapped ... 22.00
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241 Kid Flash ... 10.00
242 ... 10.00
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252-253 ... 10.00
254 ... 10.00
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290 ... 6.00
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295 SAm DRn Scarecrow ... 6.00
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307 JCn LWe gold coin killer ... 6.00
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309 JCn LWe O Blockbuster ... 6.00
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312 ... 6.00
313 Two-Face ... 6.00
314 1N: LWn Two-Face ... 6.00
315 vs Kite-Man ... 6.00
316 1N: LWe Robin, Crazy Quilt ... 6.00
317 Riddler ... 6.00
318-320 ... 6.00
321 Joker ... 6.00
322-324 Catwoman ... 6.00
325 ... 6.00
326 1N: LWe Catwoman ... 6.00
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329 1N: MWe Two-Face ... 6.00
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332 solo Catwoman story ... 6.00
333-335 Catwoman ... 6.00
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339 Poison Ivy ... 5.00
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352 1N: GCy Colonel Blimp ... 6.00
353 JLz GCy Joker ... 6.00
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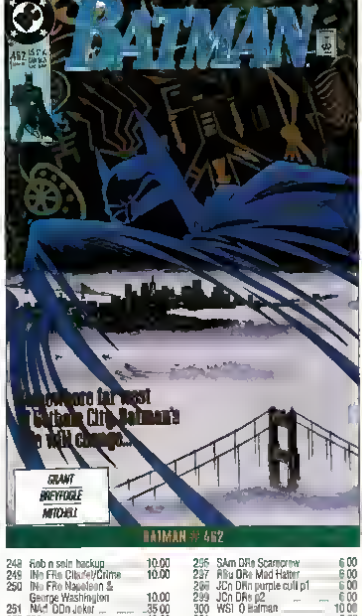
355 1N: GCy Catwoman ... 6.00
356 1N: GCy Huge Strange ... 6.00
357 Jason Todd games ... 6.00



Spawn takes a visit to Gotham City to uncover the truth behind Clown and he and Batman tussle a bit

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427 JAp JSt p2 w/phone # 8.00
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428 JAp JSt p3 D Robin II 8.00
429 JAp JSt p4 Superman 5.00
430 JAp JSt low distribution 5.00
431 JAp JDw master Kingl 3.00
432 3.00
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436 PBr MWo Year Three p1 1 Tim Drake 6.00
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439 PBr MWo p4 D Tatt 3.00
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441 JAp MWo Lonely Place p3 3.00
442 JAp MWo Joker 1 Robin III p5 5.00
443 JAp MWo 1 Crimesmith 2.00
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466 NBr AGr Hereworld 1.50
467 TLy CD Shadow Box,p1 1.50
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470 NBr AGr War of the Gods 1.50
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481 JAp DMo Messenger of Zeus p1 1 Harpy 1.50
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492 JAp DMo Knightfall begins 12.00
492A platinum edition 75.00
493 JAp DMo Knightfall p3 vs Mr Zsasz 8.00
494 JAp DMo p5,Joker Strk 5.50
495 JAp NBr p7 vs Poison Ivy 4.50
496 JAp DMo Knightfall p9 Joker,Scarecrow 4.50
497 Knightfall p11 Bane breaks Batman's back 9.95
497A newsstand edition 5.00
497B 2nd printing 2.50
497C Platinum edition 85.00
498 Knightfall p15 Catwoman 3.00
499 Knightfall p17,Azrael Catwmn 2.50
500 Knightfall p19,Azrael as all new Batman Collector's Ed-die-cut cvr over fo l cvr 5.00
500A Newsstand edition 3.00
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505 MMn DMo KD Crusade vs Abattoir 1.50
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ANNUAL 6 35.00
ANNUAL 7 32.00
ANNUAL 8 TEr MWo Ra's Al Ghul 7.00
ANNUAL 9 6.00
ANNUAL 10 DCo DMo Hugo Strange 6.00
ANNUAL 11 GFn AMo Clayface Penguin 7.00
ANNUAL 12 RAn MBn Slade's Demon 4.00
ANNUAL 13 MBl JDw Two-Face 3.50
ANNUAL 14 CSp ANe O:Two-Face Neal Adams cover 3.00
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ANNUAL 16 2.50
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ANNUAL 18 Elseworlds tale 2.50

BATMAN ADVENTURES

DC COMICS (1992-current)

1 5.50
2 4.00
3 2.50
4-6 2.50
7 w/card 8.00
7A w/o card 2.25
8-10 1.50
11 MPr KPu Man-Bat 1.50
12 MPr KPu Batgirl Catwoman Poison Ivy Harley Quinn 1.50
13 MPr KPu Talia 1.50
14 MPr KPu Rocko vs Ventriloq't 1.50
15 MPr KPu vs cop killer 1.25
16 MPr KPu vs Joker 1.50
17 MPr KPu vs Ra's Al Ghul 1.50
18 MPr KPu Batgirl 1.50
19 MPr KPu Scarecrow 1.50
20 MPr KPu vs Mastermind,others 1.50
21 vs Dr. Dorian & Man-Bat 1.80

MAD LOVE (1993)

SC CT PD O:Harley Quinn 3.95

BATMAN AND THE OUTSIDERS

DC COMICS (1983 1986)

1 2.00
2-4 1.50
5 New Teen Titans X-over 1.75
6-31 1.25
32 Batman quits 1.50
ANNUAL 1/2 1.50
becomes Adventures of the Outsiders

BATMAN BOOKS

DC COMICS

ANIMATED MOVIE (1993)

1 Film adaptation PF 4.95
1A standard format 2.95

ARCHIVES

1 HC reprints Detective #27-50 39.95
2 HC 39.95
3 HC reprints Detective #71-86 39.95

ARKHAM ASYLUM

HC 24.95
TPB 14.95

BATMAN COLLECTION

1 Slipcase Edition TPB reps Yr. One, Dark Knight,Arkham Asylum Catwoman Her Sister's Keeper 37.75
2 29.80

BATMAN GALLERY

1 various artwork featured 2.95

BATMAN RETURNS

1 3.95
1A Prestige Format edition 5.95

BATMAN/SPAWN: WAR DEVIL (DC/IMAGE) (1994)

SC KJa DMn/CDi/ABr Spawn In Gotham City PF 4.95

BIRTH OF THE DEMON

HC NBr MWb teams w/R. Al Ghul 24.95
SC NBr MWb 9.95

BRIDE OF THE DEMON

HC TGg MWb Ra's Al Ghul 19.95
SC TGg MWb 12.95

BLIND JUSTICE

TPB reprints Detective #598-600 7.50

CATWOMAN DEFIANT

PF 4.95

THE COLLECTED ADVENTURES

TPB reprints Batman Adv's #1-6 5.95

COMPLETE FRANK MILLER BATMAN

1 FMi Leatherbound 29.95
1A 2nd print 29.95

THE DAILIES

1 TPB 1943-1944 9.95
2 TPB 1944-1945 12.95
HC (5,500) 60.00

DARK KNIGHT ARCHIVES

HC rep Batman #1-4 39.95

DEATH IN THE FAMILY

TPB reprints Batman #426-429 3.95

DIGITAL JUSTICE

HC Computer art 24.95

ELSEWORLDS

Batman/Houdini 5.95

The Blue, The Grey, & The Bat (PF) 5.95
Dark Joker The Wild (HC) 24.95
Gotham By Gaslight (PF) 5.00
Holy Terror (PF) 4.95
In Darkest Knight (PF) JBi MWb B. Wayne becomes G. Lantern 4.95
Master of the Future (PF) 5.95
Red Rain (HC) KJo DMo 50.00
Red Rain (TPB) 9.95

FULL CIRCLE

1 ADa MWb 1 Reaper II 5.95

THE KILLING JOKE

1 BBo AMo Joker shoots Batgirl 15.00
1A 2nd print 7.00
1B 3rd print 5.50
1C-F 4th-7th print 3.50

KNIGHTFALL

TPB Vol. 1 reprints KF series 12.95
TPB Vol. 2 reps KF series 12.95

LONELY PLACE OF DYING

TPB reprints Batman #440-442 New Titans #60-61 3.95

MANY DEATHS OF BATMAN

TPB reps Batman #433-435 3.95

BATMAN THE MOVIE

1 Movie Adaptation Deluxe 4.95
Official Book of The Movie 6.95

NIGHT CRIES

GN AGn 24.95

PENGUIN TRIUMPHANT

PF JSo JOs 4.95

THE POISON TOMORROW

PF MNe DOs Green Arrow 5.95

PREY

TPB PGu DMo 12.95

RA'S AL GHUL

TPB 17.95

SEDUCTION OF THE GUN (1993)

1 VGi JOs 2.50

SON OF THE DEMON

HC JBi MWb Ra's Al Ghul 45.00
SC JBi MWb Ra's Al Ghul 9.95

SUNDAY CLASSICS

TPB 19.95
HC 75.00

TALES OF THE DARK KNIGHT

TPB 17.95

TALES OF THE DEMON

TPB reps all classic Ra's Al Ghul stories 17.95

3-D GRAPHIC ALBUM

GN JBy JBy 9.95

VENGEANCE OF BANE (1993)

Special 1 GNo JOs 29.00
Special 1A 2nd print 8.00

VENOM

TPB reprints Legends of D. Knight #16-20 embossed cvr 9.95

YEAR ONE

HC Reprints 20.00
TPB Reprints 9.95

YEAR TWO

TPB Reprints 9.95

BATMAN FAMILY

DC COMICS (1975-1978)

1 NAd Robin Batgirl 7.00
2-5 5.00
6 Joker 5.50
7-8 3.50
9 5.00
10 4.50
11-13 5.00
14 4.50
15-16 3.50
17 5.00
18-20 3.50

BATMAN: GOTHAM NIGHTS

DC COMICS (1992)

1-4 MMi JOs people of Gotham 1.25

BATMAN/GRENDEL DEVIL'S RIDDLE

DC COMICS/COMICO (1993)

1 MWa PF Riddler 4.95
2 MWa PF Batman vs Grendel 4.95

While protecting a Russian embassador, Bloodshot gets lucky with a female Russian soldier and gets shot in the head.

WIZARD PRICE GUIDE

BATMAN/JUDGE DREDD JUDGMENT ON GOTHAM

DC COMICS/FLEETWAY QUAL (1991)

1 AF/JWa Batman Judge Dredd Scarecrow Judge Death ... 7.00
1A 2nd printing ... 5.95

BATMAN/JUDGE DREDD VENDETTA IN GOTHAM

DC COMICS/FLEETWAY QUAL (1993)

1 CKe AGr/JWa Batman J Dredd vs Venk loquisi ... 4.95

BATMAN, RUN RIDDLER RUN

DC COMICS (1992)

1-3 MBd Gfo ... 4.95

BATMAN SWORD OF AZRAEL

DC COMICS (1992-1993)

1 JQu DQn 1 Azrael ... 22.00
2 JQu DQn ... 18.00
3 JQu DQn ... 18.00
4 JQu DQn ... 18.00
TPB JQu DQn reprints mini-series ... 12.00
TPB (gold) ... 45.00

BATMAN: THE CULT

DC COMICS (1988)

1 RWr JSt 1 Deacon Blackfire ... 10.00
2 RWr JSt Brainwashed ... 8.00
3 RWr JSt Rob-n ... 8.00
4 RWr JSt D Deacon Blackfire ... 7.00
TPB reprints #1-4 ... 14.95

BATMAN: THE DARK KNIGHT RETURNS

DC COMICS (1986)

1 FMi FMi future story ... 25.00
2 FMi FMi New Rob-n ... 12.00
3 FMi FMi D Joker ... 7.00
4 FMi FM vs Superman ... 5.00
HC reprints #1-4 ... 45.00
HC (50) Press Proof ... 1,200.00
HC (3500) signed & numbered ... 275.00
SC reprints #1-4 ... 12.95

BATMAN: TWO-FACE STRIKES TWICE

DC COMICS (1993)

1 FP Hi-tech, martial arts dealing w/ Golden & Modern Age Batman ... 4.95
2 ... 4.95

BATMAN VS PREDATOR

DC COMICS/DARK HORSE (1991-1992)

1 Alm DGr FP Batman cover trading cards ... 6.00
1A FP Predator cover ... 6.00
1B Newsstand without trading cards ... 1.95
2 Alm DGr cards FP Predator vs Gordon ... 5.50
2A Newsstand ... 1.95
3 Alm DG cards FP Batman vs Predator ... 5.00
3A Newsstand ... 1.95

BATTLESTAR GALACTICA

MARVEL (1978-1980)

1-5 TV adaptation ... 3.00
6-23 original stories ... 1.50

BATTLETIDE

MARVEL (1992-1993)

1-4 ... 1.75

BATTLETIDE II

MARVEL

1 ALa DAI Death's Head II & Killpower foil-embossed logo ... 2.95
2 ALa DAI vs Hulk ... 1.75
3 ALa DAI vs Demon Horde ... 1.75
4 ALa DAI DH II hit by venus, Hulk, Gabriel & KP vs Necro-Matrix ... 1.75
5-7 ALa DAI ... 1.75
8 ALa DAI ... 1.75

BEASTIES

AXIS (1984-current)

1 JSs 1 BEASTIES ... 1.95

BEATLES EXPERIENCE

REVOLUTIONARY (1991)

ANNUAL 1 P McCartney & Lennon ... 2.50

BEAUTY AND THE BEAST

MARVEL (1995)

1 Beast Dazzler ... 2.00
2-4 Beast Dazzler ... 1.75

BEAUTY AND THE BEAST

INNOVATION

1 Newsstand Edition ... 2.50
1A Deluxe Edition ... 3.95
2/F ... 2.50

BEAVIS & BUTT-HEAD

MARVEL (1994-current)

1 RPk MLc MTV cartoon stars (huh-huh huh) critique comics ... 5.00
2 RPk MLc fun in the morgue ... 2.75
3-6 RPk MLc fast food job (cool) ... 1.95
7-9 RPk MLc vs UFO's & ors ... 1.95

BEVERLY HILLBILLIES

DELL (1963-1971)

1 TV show tie-in, photo cvr ... 55.00
2 photo cvr ... 60.00
3-6 photo cvrs ... 45.00
7-9 photo cvrs ... 35.00
10 ... 20.00
11-12 photo cvrs ... 35.00
13-18 photo cvrs ... 25.00
19-21 photo cvrs ... 20.00

BEWARE THE CREEPER

DC COMICS (1968-1969)

1 ... 50.00
2-6 ... 25.00

BIKER MICE FROM MARS

MARVEL (1993-current)

1 adaptation of an animated show ... 1.50
2 vs X-Terminator ... 1.50
3-5 ... 1.50
6 vs Revion Gang Ch cago mayor ... 1.50
7 ... 1.50

BILL THE GALACTIC HERO

TOPPS (1993-current)

1 MGu HZn 1 Bill ... 2.50
2 MGu HZn vs the Chingers ... 2.50
3 MGn HZn on Helior planet ... 2.50
4 MGu HZ ... 2.50

BIONEERS

MIRAGE

1 1 Team Dragonfighters "Top Secret" file cvr w/cards coupon ... 2.75
2-4 ... 2.75
5 ... 2.75

BIRTH OF THE DEFIANT UNIVERSE

DEFIANT (1993)

1 pop-up, signed & numbered ... 140.00

BISLEY'S SCRAPBOOK

ATOMEKA (1993)

1 1-in-in w/Monster Massacre 3 stories w/Sill art pinups of Bisley's new creations ... 2.50

BLACK AXE

MARVEL (1993-current)

1-5 ... 1.75
6 Black Panther O Afrika ... 1.75
7-12 ... 1.75
13 ... 1.75

BLACK CANARY

DC COMICS

MINI SERIES (1991-1992)

1-4 TSe SSy ... 1.75

REGULAR SERIES (1993 current)

1-7 TSe SSy ... 1.75
8 JOw The Ray ... 1.75
9 TSe SSy Huntress ... 1.75
10 TSe SSy Nightwing Huntress ... 1.75
11 TSe SSy Nightwing Huntress vs Symbiat ... 1.75
12 TSe SSy Final Issue ... 1.75

BLACK CONDOR

DC COMICS (1992-1993)

1 RMo BAu ... 1.25
2-12 RMo BAu ... 1.25

BLACKHAWK

DC COMICS (1957-1984)

101 1st DC issue ... 300.00
106-112 ... 100.00
113-120 ... 30.00
121-138 ... 75.00
137-145 ... 50.00
146-160 ... 40.00
161-168 ... 35.00
167 1st 12-cent issue ... 40.00
171-180 ... 20.00
181-190 ... 10.00
191 ... 8.00
192-240 ... 8.00
241-250 ... 3.00
251-272 ... 1.50
273 final issue ... 3.00

2ND SERIES(1989-1990)

1-6 ... 1.50
7 ... 2.50
8-15 ... 1.75

MINI SERIES (1988)

1-3 ... 3.50

SPECIAL (1992)

1 ... 3.50

BLACK LIGHTNING

DC COMICS (1977-1978)

1 ... 4.00
2-11 ... 2.00

BLACK MASK

DC COMICS (1993)

1 JBa BAu post Korean War story FP ... 4.95
2 JBa BAu ... 4.95
3 JBa PAu vs Valentine ... 4.95

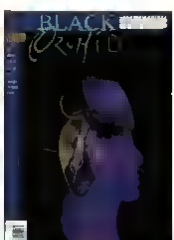
BLACK ORCHID

DC COMICS (1988-1989)

1 DMk NGa B Black Orch B ... 6.00
2 DMk NGa Batman, Joker Riddler, Poison Ivy ... 7.00
3 DMk NGa Swamp Thing ... 5.00
TPB reprints #1-3 ... 19.95

SERIES (1993-current)

1 JTh DFo ... 2.50
1A Platinum edition ... 35.00
2 JTh DFo ... 2.25
3 JTh DFo vs Lojos ... 2.25
4 JTh DFo 1 Nick ... 1.95
5 JTh DFo Swamp Thing ... 1.95
6 JTh DFo in Tan Antonio TX ... 1.95
7 RGu DFe plane ambushed ... 1.95
8 RGu DFe on quest for identity ... 1.95
9 RGu DFe discovers true lineage ... 1.95
10 RGu DFe ... 1.95
ANNUAL 1 Christmas Carols ... 2.95



BLACK ORCHID #7

BLACK PANTHER

MARVEL (1977-1979)

1 JKi JK 1 Collectors ... 10.00
2 JKi JKi Six Million Year Man ... 5.00
3-10 ... 4.00
11-15 ... 3.00

MINI SERIES (1986)

1-4 vs Superman/Bis ... 1.50

PANTHER'S PREY (1991)

1 DWa DMc vs Solomon Prey ... 4.95
2 DWa DMc Solomon Prey ... 4.95
3 DWa DMc Solomon Prey ... 4.95
4 DWa DMc Prey defeated ... 4.95

BLACK SABBATH

MALIBU

1 bio of English heavy metal band, scrapbook section w/new photos ... 3.95

BLACKWATCH

HERDIC (1993-current)

1 DGr BW faces AIDS ... 3.95

BLACKWULF

MARVEL (1994-current)

1 AMe GHb 1 Blackwulf Lord Tanis Ur & Fea escapers ... 2.50

BLAZE

MARVEL (1993-current)

1 RWa HMa search for family ... 1.75
2 RWa HMa vs Hidden assassins ... 1.75
3 RWa HMa ... 1.75
4 RWa HMa vs Regent's forces ... 1.75

BLOOD & GLORY

MARVEL (1992)

1-3 Kla D Th Cap & Punisher ... 5.95

BLOOD & ROSES: SEARCH FOR THE TIME STONE

SKY COMICS (1994)

1 B & R vs pirates age, DGr cvr ... 2.50
2 in Middle Ages ... 2.50

BLOODBATH

DC COMICS (1993)

1 CWj end of Bloodline story ... 3.50
2 CWj Superman & New Blood vs John Tyler ... 3.50

BLOODFIRE

LIGHTNING (1993-current)

1 1 Blood fire foil-stamped cvr ... 11.00
1A platinum edition ... 40.00
2 O Bloodfire ... 7.00
3 ... 5.50
4 ... 4.50
5 Halloween polybag, Fang card travels to N Jersey vs Sherman ... 3.75
6 rematch w/Capt. Sherman ... 2.95
7 Stealth rescue of Clinton & Gotz ... 2.95
8 Bloodfire's son transformed ... 2.95

YOU MISSED

Cable FIV. Cable hunts down and finds Omega Red (who's been beaten up) and bumps into a somewhat unfriendly Colossus too

9 Rampage,w/1,Fran vs Dr Thorpe 2.95
10 ... 2.95
11 battle w/homicide snd ... 2.95

BLOODSEED

MARVEL (1993-current)

1 LSh PNe Marvel UK/Frontier title,1,Bloodseed,jolt ink cvr ... 1.95
2 LSh PNe female version of Bloodseed gold ink cvr ... 1.95
3 learns identity of master ... 1.95
4-7 ... 1.95
8 ... 1.95

BLOODSHOT

VALIANT (1992-current)

0 KVh O Bloodshot,Eterna, Warrior full chromium cvr by JOe ... 6.50
0A gold edition ... 50.00
1 Chromium cover,part of this D ... 5.00
2 DPe KVh retu rn to NY vs Ax ... 4.00
3 DPeKVh mnh discovers Bloodshot's identity ... 4.00
4 DPe KVh Project:Rising Spirit revealed ... 3.50
5 Rai ... 3.50
6 1 Ninjak ... 8.00
7 DPe KVh Ninjak ... 6.50
8 MMe KVh Geoff the Geomancer ... 2.75
9 DPe KVh searches for Jirihen ... 2.25
10 DPe KVh search for "Tunnel Rat" ... 2.25
11 Emp Dynasty,w/2 vs Speedshot ... 2.25
12 trouble-filled day off in London ... 2.25
13 in middle of Weaponeers/ WERNER war ... 2.25
14 vs Ben to Carhenge ... 2.25
15 DPe KVh searches for Cinder ... 2.25
16 DPe KVh protects peace neg,ritaforr w/Valiant Era II card ... 2.25
17 DPe KVh H A.R.D. Corps ... 2.25
18 AWa KVh tracks a missile ... 2.25
YEARBOOK 1 MPe KVh love story ... 3.95

BLOODSTRIKE

IMAGE (1993 current)

1 ... 2.95
2-3 ... 1.95
4 LLa KGr returns to Wash D.C. ... 1.95
5-7 ... 1.95
8 Chapel joins team ... 1.95
9 ... 1.95
10 Extreme Prejudice p7 cover ... 1.95

BLOOD SYNDICATE

DC COMICS (1993-current)

1 D mad Market,bagged ... 3.50
1A Newsstand ... 2.00
2-5 ... 1.50
6 John Wing vs Demon Fox ... 1.50
7 8 vs Demon Fox ... 1.50
9 O Blood Syndicate ... 1.50
10 Shadow War spot-varnished cvr dbl sc ... 2.50
11 Oro,Aquamarine ... 1.50
12 members in House of L Amour ... 1.50
13 CWi Ive Reach War p1 ... 1.50
14 CWi Ive p2 Kwai tacks parents ... 1.50
15 CWi Ive search for W Roach ... 1.50

BLUE LILY

DARK HORSE (1993 current)

1 4 AMe ... 3.95

BOMBAST

TOPPS (1993)

1 DAy GFr w/the Savage Dragon (Icon Image) bagged w/card ... 2.95

BONE

CARTOON BOOKS (1991-current)

1 JSm ... 160.00
1A 2nd printing ... 15.00
1B 3rd printing ... 8.00
1C 4th printing ... 5.00
1D 5th printing ... 3.25
2 JSm ... 75.00
2A 2nd printing ... 10.00
3 JSm ... 55.00
3A 2nd printing ... 8.00
4 JSm ... 30.00
5 JSm ... 25.00
6 JSm ... 15.00
7 JSm ... 8.50
8 JSm ... 8.25
9 JSm ... 5.00
10 JSm ... 4.00
11-13 JSm ... 2.50
14 JSm ... 2.50

THE COLLECTED ADVENTURES

SC reprints issues #1-6 ... 12.95

BOOK OF THE DEAD

MARVEL (1993-current)

1 M-Tim, Frankenstein's sister ... 1.75
2-5 ... 1.75
6 ... 1.75

BOOK OF THE NIGHT

DARK HORSE

1-2 ... 2.00
HC ... 19.95

BOOKS OF MAGIC

DC COMICS (1990-1991)

1 JRo NGa 1 Tim Hunter Phantom Stranger ... 7.50
2 SRo NGa John Constantine ... 8.50
3 CVe NGa Dr Occult ... 6.50
4 PJo NGa Mister E ... 6.00
TPB ... 19.95

SERIES (1994-current)

1 JRo solo series for Tim Hunter ... 1.95
2 JRo NGa Mr Fate ... 1.95

BRAT PACK

KING HELL/TUNDRA

1 PVe PVe ... 5.50
1A 2nd print ... 3.00
2-4 PVe PVe ... 4.00
5 PVe PVe ... 3.25

BRATS BIZARRE

MARVEL

1 TSn PMs Epic title ... 2.50
2 TSn PMs focus on Bebe,w/card ... 2.50

BRAVE & THE BOLD

DC COMICS (1955-1983)

1 Viking Prince ... 1,500.00
2 ... 500.00
3 ... 300.00
4 ... 300.00
5 Robin Hood ... 300.00
6-10 ... 250.00
11-12 ... 200.00
13-22 ... 180.00
23 O Viking Prince ... 250.00
24 ... 180.00
25 Suicide Squad ... 375.00
26-27 Suicide Squad ... 220.00
28 MSk GFo T J L.A. ... 3,750.00
29 MSk GFo 2nd JLA ... 1,500.00
30 MSk GFo 3rd JLA ... 1,350.00
31 Cave Carson ... 200.00
32-33 Cave Carson ... 100.00
34 Hawkman ... 1,200.00
35 Hawkman ... 375.00
36 Hawkman ... 320.00
37 Suicide Squad ... 150.00
38-39 Suicide Squad ... 140.00
40-41 Cave Carson ... 80.00
42 Hawkman ... 225.00
43 O Hawkman ... 265.00
44 Hawkman ... 190.00
45-49 Strange Sports ... 30.00
50 Green Arrow ... 85.00
51 Aquaman,Hawkman ... 140.00
52 Sgt Rock ... 75.00
53 Flash,Atom ... 30.00
54 1 Teen Titans ... 175.00
55 Atom Metal Men ... 20.00
56 Flash John J rnnz ... 20.00
57 1 Metamorpho ... 30.00
58 Metamorphe ... 40.00
59 Batman ... 50.00
60 Teen Titans ... 80.00
61 Starman,Black Canary ... 50.00
62 Starman ... 50.00
63 Wonder Woman,Supergirl ... 15.00
64 Batman Eclipse ... 50.00
65 Doom Patrol ... 15.00
66 Metal Men Metamorphe ... 12.00
67 Batman ... 25.00
68 Batman ... 45.00
69 Green Lantern ... 20.00
70 Hawkman,Batman ... 20.00
71 Green Arrow ... 20.00
72 Spectre ... 15.00
73 Aquaman Atom ... 15.00
74 Metal Men,Batman ... 15.00
75 Spectre,Batman ... 15.00
76 Plastic Man ... 15.00
77 Batman,Atom ... 15.00
78 Wonder Woman ... 15.00
79 NAd Deadman Batman ... 27.00
80 NAd Creeper Batman ... 25.00
81 Flash Batman ... 25.00
82 Aquaman Batman ... 25.00
83 Teen Titans ... 37.00
84 Sgt. Rock ... 25.00
85 Green Arrow ... 25.00
86 Deadman Batman ... 25.00
87 Wonder Woman ... 15.00
88 Wildcat ... 15.00
89 Phantom Stranger ... 15.00
90 Adam Strange ... 15.00
91 Black Canary ... 15.00
92 Batsquad ... 15.00
93 NAd House of Mystery ... 25.00
94 Teen Titans ... 10.00
95 Plastic Man ... 10.00
96 Sgt. Rock ... 10.00
97 Wildcat ... 10.00
98 Phantom Stranger ... 10.00
99 Flash Batman ... 10.00
100 NAd Green Arrow ... 25.00
101 Metamorpho ... 5.00
102 Teen Titans ... 10.00
103 Batman ... 5.00
104 Deadman ... 5.00
105 Wonder Woman ... 5.00
106 Green Arrow ... 5.00
107 Black Canary ... 5.00
108 Sgt. Rock ... 5.00
109 Demon ... 5.00
110 Wildcat ... 5.00
111 Joker Batman ... 12.00
112-117 100 Pgs,Batman ... 7.00
118 Joker,Batman ... 11.00
119 Man-Bat ... 4.00
120-121 Batman ... 4.00
122 Swamp Thing ... 4.00
123-124 Batman ... 4.00
125 Flash ... 4.00
126 Aquaman ... 4.00
127-128 Batman ... 4.00
129-130 Green Arrow,Flash ... 11.00
131 Wonder Woman Catwoman ... 4.00
132-139 ... 4.00
140 Wonder Woman ... 4.00
141 Black Canary,Joker ... 10.00
142 Batman ... 3.50
143 O Human Target ... 3.50
144 146 Batman ... 3.50
147 Supergirl ... 3.50
148 Plastic Man ... 3.50
149 Teen Titans ... 3.50
150 Superman (mystery hero) ... 3.50
151 155 ... 3.50
156 Black Canary 1 Nemesis ... 3.50
157 Batman ... 3.50
158-178 Batman ... 3.50
174 Green Lantern ... 3.50
175 Lois Lane ... 3.50
176 Swamp Thing ... 3.50
177-178 Batman ... 3.50
179 Legion Batman ... 3.50
180 Spectre ... 3.50
181 Hawk & Dove ... 3.50
182 188 Batman ... 3.50
185-190 Batman ... 3.50
191 Joker Batman ... 8.00
192 Batman ... 3.50
193 O Nemesis ... 3.50
194 Flash ... 3.50
195-198 Batman ... 3.50
199 Spectre ... 3.50
200 1 Outsiders final issue ... 6.00

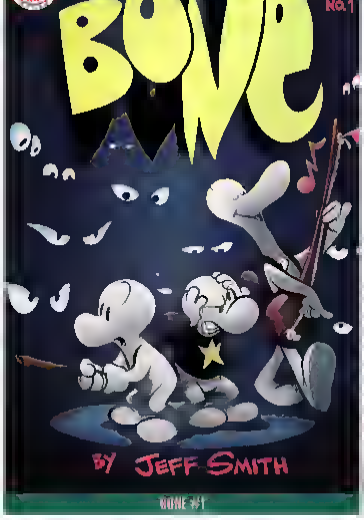
MINI-SERIES (1991-1992)

1-6 SAp MG /MPo PLicher Grand Alpine Direction ... 1.75

BREAK THRU

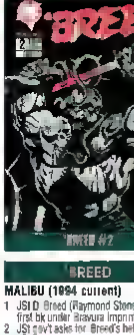
MALIBU (1993-current)

1 GPe bookend for major Universe crossover event ... 3.50
1A Ultra limited/foil edition ... 40.00
2 GPe heroes converge upon moon, vs Quatro Warshiks vs Wrath ... 2.50



CATWOMAN #2... Zephyr clashes with Catwoman, and one of Zephyr's young goons dies while trying to snatch the Beryl Butterfly

WIZARD PRICE GUIDE



BREED

MALIBU (1994 current)

1 JSI D Breed (Raymond Stoner) first bk under Bravura Imprint 3.25
2 JSI dev't asks for Breed's help ... 2.50
2 JSI ... 2.50
4 JSI discovers his mom's alive 2.50

BRIGADE

IMAGE

0 Rtd story of how team was formed Rattlestone vs Yrblood & Shaft Emp ... 1.95

MINI SERIES (1992-1993)

1 MMy RLd 1 Brigade ... 6.00
1A limited ed. gold foil cover ... 65.00
1B Limited ed. gold foil signed ... 30.00
2 With coupon ... 3.75
2A Without coupon ... 3.00
3 ... 1.95
4 ... 2.50

REGULAR SERIES (1993-current)

1 ... 1.95
2 Mtrn-cvrs cover ... 2.95
3 MMy ESp Rattlestone vs Cabinet GPe cover ... 1.95
4 new aspects to Seahawk & & Coldman's origins revealed ... 1.95
5 Seahawk's & Coldman's origins continue ... 1.95
6 battle for Neuport concludes ... 1.95
7 Rattlestone vs Warlok ... 1.95
8 ... 1.95
9 Extreme Fraud on p5 coupon ... 1.95

BRINKE OF ETERNITY

CHAOS! COMICS

1 MMr DQu 1 Dr Mike Stevens ... 2.25

BROTHER POWER THE GEEK

DC COMICS (1968)

1 ... 25.00
2 ... 20.00

CABLE

MARVEL

LIMITED SERIES (1992)

1 JR/ FNi ... 3.50
2 JR/ FNi ... 2.50

SERIES (1993-current)

1 ... 3.50
2-4 ... 2.00
5 FNi Sox Pack vs Executive Elite ... 2.00
6 FNi Fathers & Sons ... 2.00
7 FNi Dominic's search for Cable ... 2.00
8 FNi vs Stryfe F & S conclusion ... 2.00
9 FNi vs Omega Red ... 2.00
10 FNi meets Rachel vs Om. Red ... 2.00
11 FNi vs Omega Red ... 2.00
12 FNi ... 2.00

TRADE PAPERBACK

SC The New Mutants #87-94 ... 15.95

CADILLACS & DINOSAURS

EPIC (1990-1991)

1-6 rep Xenozoic Tales ... 2.50

3-D

KITCHEN SINK (1992)

1 MSh reprints stories from Xenozoic Tales #5-7 ... 3.95

TOPPS (1994-current)

1 DGi RTh based on earlier series & animd vers hot-enhanced cvr 2.95
1A newsstand ed DGi cvr ... 2.50
2 DGi RTh w/poster ... 2.50
2A newsstand version ... 2.50
3 DGi RTh Fellow's dad is found w/poster ... 2.50
3A DGi RTh newsstand edition ... 2.50

CAGE

MARVEL (1992-1993)

1 DTu ... 1.50
2 11 ... 1.25
3 DTu Iron Fist ... 1.75
13-18 ... 1.25
17 SSe MMi Infinity Crusade ... 1.25
18 SSe MMi The Dark p1 Cage confronts h dark side ... 1.25
19 p2 vs evil influence ... 1.25
20 vs Thing & Human Torch Fireplosion ... 1.25

CAIN

HARRIS

1 HKr DQu 1 Jude Cain w/card ... 3.50
2 HKr DQu Frenzy taken prisoner ... 2.95
3 HK DQu vs zombies ... 2.95

CANADIAN ROCK SPECIAL

REVOLUTIONARY

1 Hole in Rock (the rock opera) ... 2.50

CAPTAIN ACTION

DC (1968-1969)

1 ... 45.00
2-5 ... 25.00

CAPTAIN AFRICA

DIE HARD STUDIOS

THE PENDULUM

ASHCAN 0 1 vs The Pendulum ... 1.50

CAPTAIN AMERICA

MARVEL (1968-current)

previously Tales of Suspense

100 JKi ... 300.00
101 JKi ... 60.00
102 JKi ... 40.00
103 JKi SLe vs Red Skull ... 40.00
104 JKi SLe Red Skull Nick Fury ... 40.00
105 JKi SLe Swordsman Batroc, Living Laser ... 40.00
106 JKi SLe vs Steve Rogers Andro II ... 40.00
107 JKi SLe Dr Faustus ... 40.00
108 JKi SLe Trapster ... 40.00
109 JKi SLe Origin retold ... 55.00
110 JSe SLe 1 Rick Jones as Buckyvs Hulk ... 53.00
111 JSe SLe vs HYDRA ... 53.00
112 ... 25.00
113 JSe SLe Avengers N.Fury ... 59.00
114 ... 20.00
115 ... 20.00
116 ... 20.00
117 1 Falcon ... 45.00
118 GCo SLe Falcon in training, O.Bucky II ... 18.00
119 GCo SLe Red Skull, Modok, Cosmic Cube ... 18.00
120 GCo SLe SHIELD, Modok ... 18.00
121 GCo SLe 1 Man-Bruto ... 18.00
122 ... 12.00
123 GCo SLe SHIELD 1 Supma ... 12.00
124 ... 12.00
125 GCo SLe vs Mandrolu ... 12.00
126 GCo SLe Falcon 1 Dimensionhead ... 12.00
127 GCo SLe vs Nick Fury ... 12.00
128 GCo SLe Satan's Angels, Red Skull ... 12.00
129 ... 12.00
130 GCo SLe Hulk Whirlwind Batroc, Porcupine 1 Hood ... 12.00
131 GCo SLe R.buckyJR.Hood ... 12.00
132 GCo SLe D. Denis Modok Bucky's and andro II ... 12.00
133 GCo SLe D Modok Falcon becomes Cap's partner ... 12.00
134 GCo SLe 1 Sonedace ... 12.00
135 GCo SLe I&O Gorbe ... 12.00
136 GCo SLe D Gorbe, vs Mole Men ... 12.00
137 Spider Man ... 14.00
138 Spider Man ... 14.00
139 140 ... 10.00
141 143 ... 7.00
144 JRo GFr Cap and Falcon split up 1 Falcon's new costume ... 10.00
145-150 ... 7.00
151 153 ... 7.00
154 Jack Monroe ... 9.00
155 171 ... 7.00
172 ... 15.00
173 Stlu SEn X-Men vs SHIELD ... 15.00
174 Stlu SEn X-Men vs Secret Empire ... 15.00
175 Stlu SEn X-Men vs Secret Empire ... 15.00
176 ... 10.00
177 Stlu SEn Falcon vs Lucifer ... 7.00
178-179 ... 7.00
180 1 Nomad ... 11.00
181 182 ... 7.00
183 ... 9.00
184 192 ... 7.00
193 JKi JKi Cap vs Falcon, dists ... 7.00
194 JKi JKi 1 Royalist Forces of America ... 7.00
195-197 JK JKi vs RFA ... 7.00
198 JKi JKi trial of RFA ... 7.00
199 JKi JKi Big Daddy Bomb ... 7.00
200 JKi JKi D RFA Ammo ... 7.00
201-206 JKi JKi ... 4.00
207 208 ... 4.00
209-214 JKi JKi ... 4.00
215-216 ... 4.00
217 JSu RTh 1 Texas Twister 1 Marvel Boy II 1 Blue Streak, 1 Vamp ... 4.00
218-236 ... 4.00
237 Stlu CCi Avengers WWII Nolocaust flashback,Sharon Carter's death revealed ... 4.00
238-240 ... 4.00
241 FSp MWb vs Punisher ... 5.00
242-247 ... 4.00
247 Jly RSi Nick Fury D-Cap's original death ... 4.00
248 Jly RSi SHIELD Dragon Man ... 4.00
249 Jly RSi D Machinesmith ... 4.00
250 Jly RSi Cap For Pres (ent) ... 4.00
251-252 ... 4.00
253 Jly RSi Union Jack,Baron Blood, Sp Hill ... 3.00
254 Jly RSi D Baron Blood 1 Union Jack III ... 4.00
255-260 ... 3.00
261 MZe JOm 1 Nomad II Americlone ... 6.00
262-263 MZe JOm Red Skull, Amer Bruiser ... 3.00
264 MZe JOm X Men cameo, mind games,WWII flashbacks ... 3.00
265 MZe DKr 1 Sultan Nick Fury Spider Man ... 3.00
266 MZe DKr D Sultan Nick Fury Spider Man ... 3.00
267 MZe JOm 1 Everyman ... 3.00
268 MZe JOm Defenders ... 3.00
269 MZe JOm Team America ... 3.00
270 MZe JOm 1 Arnis Roth hermaphroditic sp ... 3.00
271 AKp DKr Mr X ... 3.00
272 MZe JOm 1 Vermin ... 3.00
273 MZe DKr Baron Struggles Sgt. Fury & his Howling Commandos ... 3.00
274 MZe DKr D Baron Strucker, D Sam Sawyer SHIELD ... 3.00
275 MZe JOm Bernie guesses Cap's real identity ... 3.00
276 MZe JOm 1 Baron Zemo II Amim Zola,Falcon back-up ... 3.00
277 MZe JOm D Baron Zemo II Amim Zola,Falcon back-up ... 3.00
278 ... 3.00
279 MZe JOm Primus ... 3.00
280 MZe JOm vs Scarecrow ... 3.00
281 MZe JOm D.Jack Monroe, 1 Bucky III ... 3.00
282 MZe JOm 1 Jack Monroe as Nomad SHIELD,HYDRA ... 10.00
282A 2nd print ... 1.75
283 MZe JOm Nomad SHIELD ... 5.00
284 Stlu JOm Nomad Patriot ... 3.00
285 MZe JOm Nomad Porcupine D-Jeff Maca ... 3.00
286 MZe JOm Deathlok ... 10.00
287 MZe JOm Deathlok future ... 7.00
288 MZe JOm Deathlok future Earth vs Hell war ... 7.00
289 MZe JOm vs NOn project, Avengers,Heroes America ... 3.00
290 ... 3.00
291 HTr RMa 1 Tumbler II ... 3.00
292 PNe JOm 1&O Black Crow Secret Wars prologue ... 3.00
293 PNe JOm Nomad 1 Slayer 1 Mother Superior ... 3.00
294 PNe JOm Nomad,Remie proposes to Cap 1 S stars of Sin ... 3.00
295 PNe JOm Starfox Wasp, Sisters of Sin ... 3.00
296 PNe JOm Starfox,Wasp,Falcon, Baron Zemo ... 3.00
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298 PNe JOm D Red Skull ... 3.00
299 PNe JOm Avengers Nomad Falcon,Red Skull ... 3.00
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301-304 ... 3.00
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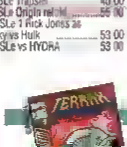

COMIC POWER #2 Terrax, after failing an attempt to steal his axe, [illegible] into a partnership with Thanos to go after Tyrant

348 KDw MGn Flint Smasher ... 3.00
350 KDw MGn giant size Steve Rogers finitials - Jimmy Walker and returns as Captain America ... 6.00
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372 RLi MGn Skeets n1 Poison p1 Cap injected by drugs ... 2.00
373 RLi MGn p2 Diamondback vs Black Widow ... 2.00
374 RLi MGn p3 Bullseye 1 new Diamondback costume ... 2.00
375 RLi MGn p4 Captain America vs Daredevil ... 2.00
376 RLi MGn p5 Daredevil vs Crossbones Black Widow ... 2.00
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378 RLi MGn Cap vs Crossbones, Red Skull vs Kingpin ... 2.00
379 CMi MGn 1 Nefarious Quasar ... 2.00
380 RL MGn Barnie Rosenthal Diamondback vs S.Society ... 2.00
381 RL MGn Paladin vs S Society 2.00
382 RLi MGn Paladin vs S Society 2.00
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386 RLi MGn USAgent vs Watchdogs Diamondback ... 2.00
387 RLi MGn Super a Strategem, n1 1 Capta n Germany ... 2.00
388 RLi MGn p2 Captain Germany ... 2.00
389 RLi MGn p3 Paladin, Avengers, 1 Capt Germany (a crossbaind) ... 3.00
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391 395 ... 2.00
396 RLi MGn 1 Blackwing, 1 Jack O Lantern II Thor ... 2.75
397 RLi MGn Jack Blackwing ... 2.00
398 RLi MGn Galact c Storm starts Worstar ... 2.00
399 RLi MGn Galactic Storm Diamondback Crossbones ... 2.00
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401 RLi MGn epilog ue In G Storm 1.50
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41-50 DSi GEr ... 3.00
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153 DSi GEr p3 ... 2.25
153A 2nd print ... 2.25
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2 ... 1.75
3-4 Deathstroke ... 1.75
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7 GEs JWa Crooked Man's prison 1.75
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DIAN OF UNLIMITED #1 ... Thermal of Danger Unlimited wakes up 75 years in the future, while the Torch of Liberty kicks Nazi butt.

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MINI SERIES (1991)

1-2 ... 1.75

CHAMBER OF DARKNESS

MARVEL (1969-1970)

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6 SDi ... 7.00
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SPECIAL 1 ... 6.00
becomes Monsters on the Prowl

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MARVEL (1975-1978)

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2-6 ... 10.00
7 GTu TIs O Black Widow 1 Darkstar ... 10.00
8 BHI GCy O Black Widow ... 10.00
9 BHI BMa Crymson Dynamo, Titan um Man Darkstar ... 10.00
10 BHI BMa D Comm saur ... 10.00
11 JBy BMa Black Goliath ... 12.00
12 JBy BMa Stranger ... 12.00
13 JBy BMa Black Goliath ... 12.00
14 JBy BMa I Swarm ... 12.00
15 JBy BMa Darkstar ... 12.00
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17 GTu BMa Sentinels Vanishe Bleb Unus ... 12.00

CHARLEMAGNE

DEFIANT (1994)

1 ARo PHu 1 Charlemagne ... 3.25
2 ARo ISh as War Gangs ... 2.50

CHILDREN OF THE VOYAGER

MARVEL (1993)

1 1st Marvel UK/Frontier title 1 the Voyager painted/glow-in-dark cvr w/embossed Figure ... 2.95
2 ... 1.95
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DC COMICS (1993-1994)

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MARVEL (1986-1990)

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MARVEL

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Week 2 Pit Bulls JPn JPr 1 Pit Bulls ... 1.50
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38-43 ... 3.50
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ANNUAL 9-12 ... 1.50
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CONAN BOOKS

MARVEL

CONAN AND THE RAVAGERS OF TIME
GN ... 3.95

CONAN OF THE ISLES
GN ... 3.95

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CONAN THE DESTROYER MOVIE ADAPTATION
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GN ... 9.95

CONAN THE ROGUE
GN ... 9.95

HORN OF AZOTH
GN ... 8.95

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GN PGu DMe evil god ... 6.95

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75 special issue polybagged ... 3.95
76 five stories ... 2.25
77 reprints Conan #36-39 ... 2.25
78 reps Conan #43-45 ... 2.25
79-80 ... 2.25
81 w/red Sonja story ... 2.25
82 Red Sonja story ... 2.25
83-84 ... 2.25
85 never before reprinted stories ... 2.25
86 Red Sonja King Kull ... 2.25
87 The Secret of Ashtoreth ... 2.25

CONAN THE ADVENTURER

MARVEL (1994-current)
1 RKy RTh Conan as young warrior ... 2.50

CONAN THE KING

MARVEL (1984-1989)
previously King Conan
20-35 ... 2.00
36-55 ... 1.75

CONCRETE

DARK HORSE (1987-1989)
1 PCh ... 15.00
1A PCh 2nd print ... 5.00
2-4 PCh ... 5.00
5-10 PCh ... 4.00

ECLECTICA (1993)
1 2 ... 2.50

CONCRETE BOOKS

DARK HORSE

COMPELETE SHORT STORIES 1988 1989
HC reprints Dark Horse Presents Concrete stories ... 39.95

EARTH DAY (1990)
1 ... 6.00

FRAGILE CREATURE (1991-1992)
1-4 ... 2.50

LAND & SEA (1989)
1 ... 3.00

NEW LIFE (1988)
1 ... 3.00

CONEHEADS

MARVEL (1994-current)
1 new Coneheads stories ... 1.75

CONTEST OF CHAMPIONS

MARVEL (1982)
1-3 JRj MGn
1st Marvel mini-series ... 6.00

COSMIC POWERS

MARVEL (1994-current)
1 showcase of popular characters ... 2.50
2 spotlight on Terrax ... 2.50
3 Jack of Hearts Ganymede ... 2.50
4 Legion of the Hero ... 2.50

COUNTRY WESTERN COMICS

REVOLUTIONARY (1994-current)
1 Garth Brooks D Parton R R Cyrus ... 2.50

COUTOO

DARK HORSE (1994-current)
1 Lieutenant Joe Kraft ... 3.50

COYOTE

MARVEL (1983-1985)
1-10 ... 1.50
11 TMc SEn D S'Seh
McFarlane's 1st work at Marvel ... 5.00
12 TMc SEn 1 Scorpio Rose ... 1.50
13 TMc SEn Scorpio Rose ... 1.50
14 TMc SEn Badger ... 1.50
15-16 ... 1.50

CRAZYMAN

CONTINUITY (1992)
1-5 ... 2.50

2ND SERIES (1993-current)
1 die-cut cover (w/CM S profile) ... 2.50
2 special NAd cover ... 2.50
3 ... 2.50
4 Rise of Magic tie-in ... 2.50
5 ... 2.50
6 Rise of Magic in dimension of Magic ... 2.50
7 CM probes magic dimension ... 2.50
8 ... 2.50

CREATURES ON THE LOOSE

MARVEL (1971-1975)
formerly Tower of Shadows
10 1 Kull ... 20.00
11-17 ... 3.00

CREEPY

WARREN (1964-1985)
1 ... 35.00
2 ... 20.00
3-12 ... 10.00
13 ... 9.00
14 NAd ... 15.00
15-24 ... 9.00
25-40 ... 6.00
41-47 ... 5.00
48 1973 special ... 8.00
49-54 ... 5.00
55 1974 special ... 8.00
56-64 ... 5.00
65 1975 special ... 8.00
66-145 ... 5.00
146 ... 1.00

CREEPY FEARBOOK

HARRIS
1 anthology one-shot ... 8.00

CRISIS ON INFINITE EARTHS

DC COMICS (1985-1986)
1 GPe MWo 1 Panah
D Earth 3 1 Blue Beetle II ... 6.75
2 GPe MWo 1 Anti-Monitor ... 5.00
3 GPe MWo D Kill Psycho
D Alex Luthor ... 4.50
4 GPe MWo 1 R D Lady Quark,
1 R D Dr Light II D Monitor ... 4.50
5 GPe MWo Earths 1 & 2
merge D Freedom Fighters ... 4.50
6 GPe MWo Earths 3 & 4
merge, 1 Captain Atom ... 4.50
7 GPe MWo D Supergirl,
D Anti-Monitor, D Universe ... 7.50
8 GPe MWo D Flash ... 8.50
9 GPe MWo villains invade ... 4.50
10 GPe MWo D Aquaglit,
D Darkseid, Spectre ... 4.50
11 GPe MWo single Earth created ... 4.50
12 GPe MWo D Dove, D Light
Lemuria, D Anti-Monitor ... 5.50

THE CROW

CALIBER (1989)
1 ... 35.00
1A 2nd print ... 5.00
1B 3rd print ... 3.00
2 ... 25.00
2A 2nd print ... 3.00
2B 3rd print ... 3.00
3 limited print run ... 25.00
4 ... 20.00

THE CROW

TUNDRA (1992)
1-3 JOb JOh ... 6.00

THE CROW COLLECTED
TPB reprints all Crow story in, when released ... 15.95

CRY FOR DAWN

CRY FOR DAWN (1989-1994)
1 ... 30.00
1A 2nd print ... 3.50
1B 3rd print ... 3.50
2 ... 12.00
2A 2nd print ... 3.00
3 ... 7.00
4-5 ... 6.00
6 JLi JAk Hell Close Up ... 4.00
7-8 ... 4.00
9 ... 2.50
Capital City Distrib n edition ... 15.00
SC Rep rts 1-3 plus new mat ... 14.95

CURSE OF THE WEIRD

MARVEL (1993-1994)
1 rep s pre-code Atlas/Marvel tales ... 1.25
2-3 ... 1.25
4 ... 1.25

CYBERFORCE

IMAGE (1992-1993)
0 O Cyberforce ... 1.95
1 MSi ESi 1 Cyberforce,
image D coupon ... 11.00
1A W'hout coupon ... 4.00
2 ... 4.00
3 ... 2.50
4 ... 2.50

SERIES (1993-current)
1 ESi MS ... 1.95
2 ESi MS K ter trishnot re-entr ... 1.95
3 ESi MS K lest not concludes ... 1.95
4 ESi MS Battle Lowards bowgs ... 1.95

CYBERRAD

CONTINUITY
1 ... 2.00
1A D nect market Hologram ... 3.00
2-5 ... 2.00

2ND SERIES (1991-1992)
1-5 ... 2.50

3RD SERIES (1993 current)
1 Deathwalk II 2000 p8 bagged
w/card hidden image cover ... 2.50
2 D'watch 2000 p14 bagged
w/2 cards interactive cover ... 2.50
3 DW 2000 p20 (conclusion)
CyberRad must save world bgd
w/card wraparound Tyvek cover ... 2.50
4 ... 2.50
5 chil-saz annual silver foil cvr ... 3.95
6 ... 2.50
7 discovers true sin quences ... 2.50
8 Finds true enemy mystery bgg ns ... 2.50

CYBERSPACE 3000

MARVEL (1993-current)
1 STa GRu glow-n the-dark cvr ... 2.95
2 STa GRu Ink hiv Shan O'Meara
& Dark Angel revealed ... 1.75
3-4 STa GRu Silver Surfer ... 1.75
5 STa GRu ... 1.75
6 STa Cnu 1 Gamble gold Ink cvr ... 1.75
7 STa Cnu Adam Warlock ... 1.75
8-10 STa GRu ... 1.75
11 STa GRu ... 1.75

DAMAGE

DC COMICS
1 BMn Tdo 1st Damage young hero ... 1.75
2 BMn Tdo vs Symbiotic creations ... 1.75
3 BMn Tdo vs Troll ... 1.75

THE DAMNED CITY

CONTINUITY/CURIOUS
1 JGr Ella 1st Curious imprint book,
alternate New York story ... 2.50
2 JGr Ella ... 2.50

DANCES WITH DEMONS

MARVEL (1993-current)
1 Marvel UK/Frontier title 1 James
Owl foil-embossed cvr ... 2.95
2 ... 1.95
3 James Owl goes on vision quest ... 1.95
4 Owl vs Manitou ... 1.95
5-6 ... 1.95

DANGER UNLIMITED

DARK HORSE
1 JRy 1 D Unlimited Torch of
Liberty back up Legend comic ... 2.00
2 JRy ... 2.00
3 JRy Cal & Terry escape ... 2.00

DAREDEVIL

MARVEL (1964-current)
1 BEy SLe 1 B D Daredevil
1 Foggy Nelson ... 1 250.00
2 JOd SLe Electro ... 400.00
3 JOd SLe 1 Owl ... 225.00
4 JOd SLe 1 Purple Man ... 175.00
5 WWo SLe 1 Mauler ... 175.00
6 WWo SLe 1 Mr. Fear ... 100.00
7 WWo SLe Sub-Mariner Kring
1 red costume ... 150.00
8 WWo SLe 1 Stilt Man ... 85.00
9 WWo SLe 1 B D Klaus Kruger ... 85.00
10 BPo WWo 1 Organizer, Ani-Man,
While the City Sleeps p1 ... 85.00
11 BPo WWo p2 Organizer ... 85.00
12 JKi SLe Ka-Zar 1 Plunderer ... 85.00
13 JKi SLe D Ka Zar ... 60.00
14 JRo SLe Plunderer ... 60.00
15 JRo SLe Ox ... 60.00
16 JRo SLe 1 Masked Marauder
Spider Man ... 75.00
17 JRo SLe Masked Marauder
Spider Man ... 75.00
18 JRo SLe 1 Gladiator ... 40.00
19 JRo SLe Gladiator ... 40.00
20 CDe SLe Owl ... 40.00
21 CDe SLe Owl ... 40.00
22 CDe SLe 1 Tri-Man Clan Stat ... 40.00
23 CDe SLe Tri Man Clan Stat ... 40.00
24 CDe SLe Ka-Zar ... 40.00
25 CDe SLe 1 Mike Murdock
1 Loop-Frog ... 30.00
26 CDe SLe Spider Man ... 25.00
27 CDe SLe Spider Man ... 25.00
28 CDe SLe alien invaders ... 25.00
29 CDe SLe 1 The Boss ... 25.00
30 CDe SLe loses radar Thos ... 25.00
31 CDe SLe Cobra Mr Hyde ... 25.00
32 CDe SLe regains radar ... 25.00

WIZARD PRICE GUIDE

33 GCo SLe The Beetle 25.00
34 GCo SLe The Beetle 25.00
35 GCo SLe Invisible Girl 25.00
36 GCo SLe Trapster 25.00
37 GCo SLe Dr. Doom 18.00
38 GCo SLe Dr. Doom 18.00
39 GCo SLe Hi-Exterminator 18.00
40 GCo SLe Ant-Man 18.00
41 GCo SLe Exterminator 18.00
42 GCo SLe Jester 22.00
43 GCo SLe Captain America Q Daredevil 18.00
44 GCo SLe Jester 18.00
45 GCo SLe Jester 18.00
46 GCo SLe Jester defeated 18.00
47 GCo SLe molesters 18.00
48 GCo SLe Stilt-Man 18.00
49 GCo SLe I Stare Saxon 12.00
50 BSm SLe Star Saxon 15.00
51 BSm RTh Star Saxon 15.00
52 BSm RTh Black Panther 15.00
53 GCo SLe Q Daredevil 18.00
54 GCo SLe Starr Saxon becomes Mr. Fear II 10.00
55 GCo RTh D. Mr Fear II 10.00
56 GCo RTh 1 Death's Head 10.00
57 GCo RTh D Death's Head ID revealed to Karen Page 10.00
58 GCo RTh 1 Stunt Master 10.00
59 GCo RTh 1&D Torpedo 10.00
60 GCo RTh Cr me Wave 10.00
61 GCo RTh Jester Cobra 10.00
62 GCo RTh O N g Hawk 10.00
63 GCo RTh Gladiator 10.00
64 GCo RTh Stunt Master 10.00
65 GCo RTh 1 Brother Bametona 10.00
66 GCo RTh Brother Brimstone 10.00
67 GR RTh Stilt-Man 10.00
68 GCo RTh Kragg 10.00
69 GCo RTh Black Panther 10.00
70 GCo GFr 1 Tribune 10.00
71 GCo RTh Tribune 9.00
72 GCo GCy 1 Tarpik 9.00
73 GCo GCy Iron Man 9.00
74 GCo GCy 1 Smasher 9.00
75 GCo GCy 1 El Condor 9.00
76 GCo GCy D El Condor 9.00
77 GCo GCy Sub-Mariner Spider Man 9.00
78 GCo GCy 1 Man-Bull 9.00
79 GCo GCy Gardner 9.00
80 GCo GCy the Owl 9.00
81 GCo GCy Black Widow becomes a supporting character 9.00
82 GCo GCy Scorpion robot 9.00
83 BSm GCy M Hydra robot 9.00
84 GCo GCy Mr. Kline 9.00
85 GCo GCy Gladiator 9.00
86 GCo GCy D Ox 9.00
87 GCo GCy Electro 9.00
88 GCo GCy D Black Widow Kidnapped the Purple Man 9.00
89 GCo GCy Electro Kidnapped 9.00
90 GCo GCy Mr. Fear 9.00
91 GCo GCy D Mr. Fear 9.00
92 GCo GCy Black Widow becomes DD's co-star 1 Blue Talon 9.00
93 GCo GCy 1 Indestructable Man 9.00
94 GCo GCy D Indestruct Man 9.00
95 GCo GCy Man Bull 9.00
96 GCo GCy Man Bull 9.00
97 GCo GCy 1 Dark Messiah 9.00
98 GCo GCy Dark Messiah 9.00
99 SKw SGi Hawkeye 9.00
100 GCo SGe Q Daredev I 1 Angel the Screamer 20.00
101-104 8.00
105 JSt SGe D Mar ger 1 O Thanos Terr ule Trio 13.00
106 DHe SGe Moonstrappen 4.50
107 BTh SGe Captain Marvel Moondragon Thanos cameo 4.50
108 BTh SGe Beetle 4.50
109 BTh SGe Nekra, Beetle 4.50
110 GCo SGe Mandrill 4.50
111 BTh SGe Shanna, 1 Silver Samurai 4.50
112 GCo SGe Shanna, Mandrill 4.50
113 BTh SGe Gladiator 4.50
114 BTh SGe Man-Thing 5.00
115 BTh SGe Death-Stalker 4.00
116-123 4.00
124 GCo MWs 1 Copperhead Black Widow leaves 4.00
125-130 BTh MWs 4.00
131 BTh MWs 1&D Bullseye II 22.00
132 BTh MWs Bullseye 5.00
133 BTh MWs 1 M nd-Wave 3.00
134 BTh MWs Chameleon 3.00
135 BTh MWs Jester 3.00
136 JBu MWs Jester 3.00
137 JBu MWs Jester 3.00
138 JBy MWs Ghost Rider 12.00
139 145 3.00
146 GKa JSh Bullseye 3.00
147 153 3.00
154 GCo RMc Kilgrave, Cobra, Jester M Hydra Gladiator 3.00
155 RMc RMc Capt America, Beast, Black Widow Hercules 3.00
156 GCo RMc DD vs DD 3.00
157 GCo RMc Captain America, Black Widow 1 Arr Man II 3.00
158 FMi MWs D Death Stalker 50.00
159 FMi RMc Bullseye 25.00
160 FMi RMc Bullseye & Widow 20.00
161 FMi RMc Bullseye & Widow 20.00
162 SDr MFi D Daredevil 12.00
163 FMi RMc vs Hulk 12.00
164 FMi RMc D Daredevil 12.00
165 FMi FMi Dr Octopus 12.00
166 FMi FMi Gladiator 12.00
167 FM DM 1 Meteler 12.00
168 FM FMi 1 Elektra, D Matt Murdock 40.00
169 FMi FMi Bullseye mains 12.00
170 FMi FMi Kingpin 12.00
171 FMi FMi Kingpin 7.00
172 FM FMi Kingpin 7.00
173 FM FMi Gladiator 7.00
174 FMi FMi Elektra Gladiator Kingpin 1 the Hand 7.00
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176 FM FMi Elektra 1 Stick 9.00
177 FM FM Stick D Daredevil 6.00
178 FM FMi Kingpin Power Man and Iron Fist Elektra 6.00
179 FM FMi Kingpin vs Elektra 6.00
180 FMi FMi Kingpin Elektra 9.00
181 FM FMi Kingpin 1 Bullseye D Elektra 12.00
182-184 KJa FM Punisher 15.00
185-189 KJa FM 3.50
190 KJa FMi R(?) Elektra 5.00
191 195 2.00
196 KJa Wolverine 11.00
197-199 3.00
200 Bullseye 3.50
201 218 2.00
219 3.00
220 D H Glenn 3.00
221 225 2.00
226 4.00
227 DMa FMi 6.00
228-232 DMa FMi 3.50
233 DMa FMi 3.50
234 237 2.00
238 Silvertooth 3.00
239 2.00
240 2.00
241 5.00
242 247 2.00
248 249 Wolverine 2.50
250 251 JRi AMo 2.00
252 Fall of the Mutants 5.00
253 JRi AMo 2.00
254 JRi AMo 1 Typhoid Mary 10.00
255-259 JRi AMo 6.00
260 JRi AMo Punisher 20.00
261 JRi AMo 2.00
262 JRi AMo Typhoid Mary 3.00
263 JRi AMo Typhoid Mary 3.00
264-271 JRi AMo 2.00
272 JRi AMo 1 Shotgun 3.00
273-274 JRi AMo 2.00
275-283 JRi AMo 1.75
284-289 LWk AMo Bullseye 1.75
290-293 LWk AMo Bullseye 1.75
294 LWk AMo 1.75
295 LWk AMo 1.75
296-299 LWk AMo Punisher 4.00
294 LWk AMo 1.75
295 LWk DCh Ghost Rider 3.00
296 LWk DCh 1.75
297 Fall of the Kingpin p1 4.00
298 Fall of the Kingpin p2 3.00
299 Fall of the Kingpin p3 2.50
300 Fall of the Kingpin p4 4.00
301-318 1.75
319 SMd DCh Fall from Grace prologue S. Sable new Greed's begins 20.00
320 SMd DCh Fall p1 Sily Sable 1.00
321 SMd DCh p2 Low-In-dark cvr 1.50
321A regular cover edition 5.00
322 SMd DCh p3 vs Siege and Garnett 4.50
323 SMd DCh p4 Venom 2.50
324 SMd DCh p5 Marb us 2.00
325 SMd DCh p6 finals w/poster 2.75
326 SMd DCh Tree of Knowl p1 1.50
327 SMd DCh Tree of Knowl p2 1.25
328 SMd DCh p3 1 Fist Cap Am 1.50
329 Gambit vs Hydra Sinistersons 1.50
GIANT SIZE 1 rep DD Ann #1 10.00
SPECIAL 1 GCo SLe Electro 25.00
SPECIAL 2 rep DD #10 11 5.00
SPECIAL 3 rep DD #16 17 5.00
ANNUAL 1 GTu GCo Names: B Panther 1 M nd-Master 5.00
ANNUAL 4A Atlantis Attacks: cover error—should be #5) 5.00
ANNUAL 6 Lifeform 3.00
ANNUAL 7 Wax Sculpter 2.00
ANNUAL 8 MWy GWr 1 Crippler System Bytes p1 2.25
ANNUAL 9 MFc GWr 1 Devourer polybagged w/card 2.95
ANNUAL 10 Shang Chi 2.95

DAREDEVIL BOOKS

MARVEL

BLACK WIDOW THE COLDEST WAR
BN 8.95

BORN AGAIN
TPB FMi DD vs Kingpin 9.95

DAREDEVIL/BLACK WIDOW ABATTOIR
SC JCd JSt vs psychopaths 14.99

DAREDEVIL/PUNISHER CHILD'S PLAY
1 Prestige Format 4.95

FALL FROM GRACE
TPB reprints E Irem Grace story 19.95

GANG WAR
TPB rep DD #159-172 100 12.95

LOVE & WAR
BN FMi 9.95

MARKED FOR DEATH
TPB rep DD#158 164 9.95

DAREDEVIL MAN WITHOUT FEAR

MARVEL (1993-1994)

1 JRi FMr DD's past 7.00
2 JRi FMr 6.00
3 JRi FMr relationship w/Elektra 5.00
4 JRi FMr confronts the Kingpin 4.00
5 JRi FMr 3.75

THE DARK

CONTINUUM (1993-current)

1 rad fo I BSc cover 3.50
2 LSt 3.00
3 2.50
4 Foil GPs cover,3 trading cards 2.50
5-9 2.50
9 war on New York crime continues 1.95
10 1.95
11 1.95

DARK DOMINION

DEFIANT (1993-current)

1 SDr JSh 1 Michael Alexander 3.00
2 SDr JSh vs Growth 2.75
3 SDr JSh 2.50
4 SDr JSh Fixhunt p1,dbl size 2.95

5 Gl mme tracks down ch ld 2.50
6 trapped in nightmare realm 2.50
7 Lt 1 Wet hunt abo l Dmmn on 2.50

DARKER IMAGE

IMAGE (1993-current)

1 2.75
1A Black and white 50.00
1B Gold 55.00

DARK GUARD

MARVEL (1993-current)

1 UK s mightiest heroes band toget'r s fiver full cardstock cvr 2.35
2-3 1.75
4 Death s Head II vs Collapsar 1.75
5-7 1.75

DARKHAWK

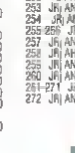
MARVEL (1991-current)

1 MMn DFi 1&D Darkhawk Hobgoblin 10.00
2 MMn DFi Hobgoblin Spidey 7.50
3 MMn DFi Hobgoblin,Spidey 7.00
4 MMn DFi 1 Savage Steel 9.00
5 MMn DFi 1 Portal 6.00
6 MMn DFi U-Foes Daredevil Captain America 9.00
7 MMn DFi 1 Lifestone 5.00
8 MMn DFi vs Lifestone 5.00
9 MMn DFi Punisher S Steel 7.00
10 MMn DFi Tombstone Heart of the Hawk p1 3.00
11 MMn DFi p2 Tombstone 3.00
12 MMn DFi p3 Tombstone IR Savage Steel 3.00
13 MMn DFi p4 Tombstone Venom 4.50
14 MMn DFi p5 Venom 4.00
15 MMn DFi p6 Tombstone 1.75
16 MMn DFi 1.75
17 MMn DFi 1 Pg Well 1.75
18 1.50
19 Spider-Man 1.50
20 Spider-Man Sleepwalker 1.50
21 Return to Forever p1 1.25
22 MMn DF Return to Forever p2 1.25
23 Return p3 1.25
24 p4 1.25
25 p5,annv issue,holo-grafx foil cvr dbl-gatefold poster Q Armor 2.95
26-29 1.25
30 AWi DFi Infinity Crusade 1.25
31 AWi DF Inf nity Crus ,X Man 1.25
32 R Savage Steel 1.25
33 vs Mako 1.25
34 showdown w/Mako 1.25
35 Venom-Icarne dad is alive 1.25
36 Venom I all new Sankers 1.25
37 vs Venom fate of Chris dad 1.25
38 Amulet Quest p1 cosm c story 1.25
39 Amulet Quest p2 m space 1.50
40 AQu3 Icarne,he's been duped 1.50
ANNUAL 1 MMn DFi vs Iron Man Assault on Armor City p1 2.25
ANNUAL 2 GCo DFi 1 Dreamkiller bagged w/card 2.95

DARKHOLD

MARVEL (1992-current)

1 3.00
2-3 2.75
4-10 1.75



Dark Knight Cover, NM 3. Azbats battles the Joker and breaks both of his arms, but the Joker escapes anyway

11 RTy COo Midnight Massacre p3
"Darkhold Envelope" cvr 2.25
12-13 RTy COo 1.75
14 RTy COo Vicki's secret revealed
Mindscape's nightmare 1.75
15 Siege of Darkness p4 1.75
16 final issue, Siege p12 1.75

DARK HORSE COMICS

DARK HORSE (1992-current)

1 3.50
2-9 2.50
9 1.X 15.00
9 2nd X appearance 8.00
10 3rd X appearance 5.00
11 AAd cover 2.50
12 Aliens/Predator special 2.50
13 KR JWo Colonial Marines 2.50
14 The Mark p1 2.50
15 The Mark p2, Aliens Cargo p1 2.50
16 Predator: The Hunted City 2.50
17 Alien, Star Wars Droids Fred F 2.50
18 Alien p2 Dr's p2, Pred concl n 2.50
19 2.50
20 2.50

© DARK HORSE

DARK HORSE PRESENTS

DARK HORSE (1986-current)

1 1 Concrete 15.00
1A 2nd print 3.00
2 Concrete 10.00
3 Concrete 7.00
4 Concrete 5.50
5-6 Concrete 5.50
7 3.75
8 Concrete 5.00
9-11 3.75
12 Concrete 3.75
13 3.75
14 Concrete 3.75
15 3.75
16 Concrete 3.75
17 3.75
18 Concrete 3.75
19 3.75
20 Flaming Carrot, double size 5.00
21-23 3.25
24 1 Aliens 32.00
25-27 2.50
28 2.25
29-31 2.50
32 4.00
33 2.50
34-35 Aliens vs Predator 5.00
36A Painted Cover 10.00
37-41 2.50
42-43 Aliens 3.75
44-45 2.50
46 Predator 3.00
47 2.50
48-50 2.25
51 53 FMI Sin City 2.00
54 FMI Sin City
Sin City 1 Next Men 5.00
55 FMI Sin City Next Men 5.00
56 FMI Sin City Next Man 5.00
57 FMI Sin City Next Men 5.00
58 FMI FMI Sin City 2.25
59 FMI FMI Sin City 2.25
60 FMI FMI Sin City 2.25
61 FMI FMI Sin City 2.25
62 FMI FMI Sin City conclusion 2.25
63-74 2.25
75 CVr 2.25
76 2.25
77 ECa Eyeball Kid vs Hermes 2.25
78 King Henry, Eyeball K, vs Hermes 2.25
80 AAd Tale of Sinbad 2.25
81 FSi Fifty Bucks 77 2.25
82 F. Kid & Hermes final battle 2.25
83 ECa Battle rages on 2.25
84 Judah Maccabee 2.25

DARK HORSE PRESENTS ALIENS (1992)

1 reprints 4.95
1A alternate edition 15.00

DARKMAN

MARVEL

MINI-SERIES (1990)

1-3 Movie adaptation 2.00

2ND SERIES (1993)

1 3.95
2-6 2.95

DARK SHADOWS

GOLD KEY (1969-1979)

1 w/poster attached 160.00
1A w/o poster 90.00
2 50.00
3 w/poster attached 50.00
3A w/o poster 50.00
4-7 40.00
8-12 40.00
13-24 30.00
25-35 25.00
DIGEST SPECIAL photo cvr 50.00

DARKSTARS

DC COMICS (1992-current)

1 LSi MFr 4.00
2 LSi MFr 3.00
3-4 TCh MFr 3.00
5-6 2.75
7-8 2.00
9-10 1.75
11 TCh MFr Trinity p4 G Lantern 1.75
12 MFy MFr Trinity p7 1.75
13-15 MFy MFr 1.75
16 MFy MFr Flint on rampage 1.75
17 MFy MFr murderer revealed 1.75
18 MFr Eve of Destruction p1 1.75
19 MFr Eve p2 Flash 1.75
20 MFr Eve p3 Big Bang 1.75
21 MFr John Stewart Prisoner Tony 1.75

DAZZLER

MARVEL (1981-1986)

1 JRi TDe X Men G Dazzler 2.25
2 WS TDe X Men 2.25
3 JRi TDe Dr. Doom 1.75
4 FSp TDe Dr. Doom, FF 1.75
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5-37 1.75
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39-40 1.75
41 Fatal 1.75
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10-12 1.25
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14-18 1.25
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38 D Crisis on Avenger 1.25
39-40 1.25
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43 Legion of Super-Heroes 1.25
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52 Doom Patrol 1.25
53-55 1.25
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57 1.25
58 Robin 1.25
59-63 1.25
64 Kamandi 1.25
65 1.25
66 Demon 1.25
67 1.25
68 Vixen 1.25
69-71 1.25
72 Joker Phantom Stranger 1.25
73 Flash 1.25
74-75 1.25
76 Wonder Woman 1.25
77 79 Animal Man 5.00
79 Lois Lane 1.25
80-81 1.25
82 Adam Strange 1.25
83 Batman & The Outsiders 1.25
84 1.25
85 Swamp Thing 4.00
86-88 Crisis 1.25
89-93 1.25
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Harbinger Panda 1.25
95-96 1.25
97 final issue dbl sz Phantom Zone 1.75
ANNUAL 1 Superman 2.00
ANNUAL 2 Superwoman 1.25
ANNUAL 3 Captain Marvel 1.25
ANNUAL 4 Superwoman 1.25

DC UNIVERSE TRINITY

DC COMICS (1993)

1 GJo Trinity p1 Tri-I cvr G Lantern
Darkstars L E G I D N Trianch 2.95
2 GJo he oes & teams hand
together s T s h Tri I Cvr 2.95

DEAD IN THE WEST

DARK HORSE (1993-current)

1 JLa comic ves n adaptation 3.95
2 JLa adding more sides 3.95

DEADLY FOES OF SPIDERMAN

MARVEL (1991)

1 AMi DF S nister Syndicate 4.00
2 AMi DF A Shocker 3.75
3 AMi DF Rhino vs Boomerang 3.50
4 AMi DF Spidey vs Syndi 3.25
TPB collection of the series 12.95

DEADMAN

DC COMICS (1985)

1 reprints 5.00
2-7 reprints 2.75

MINI-SERIES (1986)

1-4 2.00

EXORCISM (1992)

1 2 4.95

LOVE AFTER DEATH (1989-1990)

1 3.50
2 3.00

DEADPOOL

MARVEL (1993)

1 JMd FNi ember Wolverine's cvr 5.00
2 JMd FNi vs Juggernaut T Cassidy 5.00
3 JMd Fn 1 Executive Edits
er gin secrets revealed 4.00
4 JMd FNi vs Slayback 3.50

DEADSHOT

DC COMICS (1995-1996)

1 D Deadshot 2.00
2 4 D Deadshot 1.50

DEATHBLOW

IMAGE (1993-current)

1 JLe black varnish cover 2.50
2 JLe Saddam Hussein 1.75
3 JLe 1.75

DEATH GALLERY

DC COMICS (1994)

1 various pictorial depictions of
Death from Sandman, MCg intro 2.95

DEATHLOK

MARVEL

MINI-SERIES (1990)

1 JGu DMc/GWr
T&O New Deathlok 10.00
2 JGu DMc/GWr Nick Fury 8.00
3 DCw DMc/GWr Nick Fury 7.00
4 DCw DMc/GWr Sunfire 6.00

SPECIAL (1991)

1 reprints mini-series 5.00
2 reprints conc series 3.00
3 reprints mini-series 2.50
4 reprints mini-series 2.25

REGULAR SERIES (1991)

1 DCw DMc D Deathlok 3.50
1A 2nd print 2.50
2 DCw DMc Dr Doom, Forge 3.00
3-12 DCw DMc 2.00
13-16 DCw DMc 1.75
17 WMc GWr Cyberwar p1 1.75
18 WMc GWr p2 Silver Sable 1.75
19 WMc GWr p3 I Siege
S Sable metallic ink cover 2.25
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21 WMc GWr p5, D'Ink finds
h s human body N Fury 1.75
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25 WMc DMc halo-grafx
fol cvr, B Panther 2.95
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27 28 KKe GWr 1.75
29 KKe GWr Infinity Crusade 1.75
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against Timestream 1.75
32 KKe GWr w/Siege vs T'Starain 1.75
33 KKe GWr Deathlok vs past self 1.75
34 KKe GWr final issue 1.75
ANNUAL 1 Timestream 2.50

DEATHMATE

IMAGE/VALIANT (1993-1994)

PROLOGUE JLe B&Z major x over
btw Image & Valiant heroes
Solar meets Vo, fol cvr-ed cvr 2.95
BLACK WILLC A T S, H A R D
Cuipo R picture Warblade,
X-O Manowar Turok 4.95
YELLOW various crossover stories 4.95
BLUE various crossover stories 4.95
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DEATH'S HEAD

MARVEL (1988-1989)

1 1.00
2-8 3.50
9-10 4.00
TPB 14.95

DEATH'S HEAD II

MARVEL (1992)

1 LSh DAt 1 Mirror D Death s
Head Mirror becomes Death's
Head II 5.00
1A 2nd print, Silver cover 1.75
2 LSh DAt Death s Head II vs
FF 1 Baron Strucker V 5.00
2A 2nd print S I ver cover 1.75
3 LSh DAt Tuck, Baron Strucker V
1 Chamel 9.00
4 LSh DAt future Avengers
D Chamel D future Avengers 5.00

REGULAR SERIES (1992-current)

1 LSh DAt 2.75
2 LSh DAt 1.75
3 LSh DAt X Men 1.75
4-6 1.75
7 1.95
8-9 1.95
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11-13 1.95
14 metallic blue fol cvr 1.95
15 1.95
16 SLr DAt 1.95
17 SLr DAt action-packed vacation 1.95
19 SLr DAt trapped on Mars 1.95

WIZARD PRICE GUIDE

DEATH'S HEAD II & DIE-CUT (1993)

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2 JRy GDk true extent of D-C's powers revealed ... 1.75

QUARTERLY SERIES

1 quarterly First X gold foil cvr ... 3.95

DEATH METAL

MARVEL (1993-current)

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4 vs Brass Knuckles Psycho-Wa ... 1.95

DEATHSTROKE THE TERMINATOR

DC COMICS (1991)

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ANNUAL 2 Bloodlines,p18 1:Gunfire ... 3.50

FULL CIRCLE

TPB ... 12.95

DEATH: THE HIGH COST OF LIVING

DC COMICS (1993)

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HC reprints entire series ... 19.95

DEATH³

MARVEL (1993-current)

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3 DBs DAl ... 1.75
4 DBs DAl vs Charnel final issue ... 1.75

DEATH WRECK

MARVEL (1993-current)

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2 ... 1.95
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DEFENDERS

MARVEL (1972-1986)

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DC COMICS (1993-1994)

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THE DEMON

DC COMICS (1972-1974)

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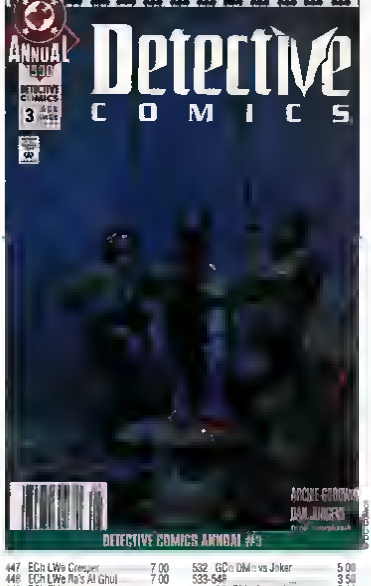

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657 Azrael & Robin,SKo cover 6.00
658 Azrael SKo cover 7.75
659 Knightfall p2 Manhunt/Azrael,Amygdala 3.50
660 Knightfall p4 Bane Killer Croc 6.50
661 GNe CDi p6 Firefly 6.00
662 GNe CDi p8 Firefly Riddler Huntress 4.00
663 Knightfall,p10 3.50
664 p12,Robin & Azrael race to save Batman 3.50
665 p16 Robin & Azrael fight aliens 3.00
666 p18,Azrael frees Trigg Zombie Bird 2.50
667 Knightquest The Crusade n1 Robin locked out of Batcave 2.00
668 Knqest,The Crusade,p5 1.75
669 Knquest The Crusade vs the Twiggy Twins 1.75
670 KQ The Crusade,R Montoya 1.50
671 KQ The Crusade,Joker meets Azrael/Batman 1.50
672 KQ The Crusade,Joker vs Joker 1.50
673 KQ The Crusade,Joker's film 1.50
674 KQ The Crus. vs arms merchant 1.50
675 KQ The Crus. collector's ed. vs Gnnnhawk toll-emb'd cvr 2.95
675A regular edition 1.50
ANNUAL 1 KJa DOn Fatales,p1 Penguin 5.00
ANNUAL 2 5.00
ANNUAL 3 2.50
ANNUAL 4 Arm 2001 2.50
ANNUAL 5 Darkness Within 2.50
ANNUAL 6 JRi CDi Hoodlines,p14 1,Grillet, the Twilight Man 2.50
ANNUAL 7 AGr CDi Eternity 2.95

DEFIANT THE ORIGIN OF THE UNIVERSE

DEFIANT (1994)

1 JSn/DLp/AWa/APo updated version of Comic-fest giveaway 1.50

DETHGRIP

AXIS (1994-current)

1 JGl ISt fr. w/coupon to Tribe & European w/coupon 1.95

DIE-CUT

MARVEL (1993-current)

1 Beast vs "The Howling" die-cut cover 2.50
2 vs X-Beast & ID-Stalker 1.75
3 X-Beast 1.75
4-6 1.75
5 1.75

DIGITEK

MARVEL (1992-1993)

1-2 1.95
3-4 2.95

DINOSAURS FOR HIRE

ETERNITY

1-8 2.00

DINOSAURS FOR HIRE

MALIBU

1-2 1.95
3 Ex Mutants 1.95
4 1.95
5 vs the Poacher 2.50
6 vs Samantha (a pirate) 2.50
7 Turret,parody of Tank #1 2.50
8 in Graveworld Genesis x-over JSo cvr JJo back up story 2.50
9 Genesis x-over CSw cvr 2.50
10 Flip tik parody of X 2.50
11 2.50
12 1 Manhattan Bob Borough Boy 2.50
13 search for Lt Billy Frankenstein 2.50
14 2.50

DOCTOR CHAOS

TRIUMPHANT (1993-current)

1 GFr JRi 1 Dr. Chaos 2.50
2 GFr JRi w/coupon & 1/12 poster 2.50
3 The Coming Cry,p1 vs Pathos 2.50
4 p2,escape from Cry citadel 2.50
5 2.50
6 escape from Jantin 2.50

DOCTOR FATE

DC COMICS (1987)

1-4 KGn JDm 3.00

2ND SERIES (1989-1992)

1 SMs JDm New Dr. Fate 4.00
2 SMs JDm 3.00
3 SMs JDm 2.00
4-9 2.00
10 Death of Innocence,p1 2.00
11 Death of Inn. p2,Darkseid 2.00
12 Death of Inn. p3,Darkseid 2.00
13 Death of Inn. p4 2.00
14-20 2.00
21-24 1.75
25 1 New Dr. Fate 1.75
26-31 1.75
32-33 War of the Gods 1.75
34-39 1.75
40 Wonder Woman 1.75
41 O Chaos & Order final issue 1.75
ANN JAL 1 3.50

DOCTOR SOLAR

GOLD KEY (1962-1969)

1 1,&0 Dr Solar 300.00
2 Prof Harbinger 100.00
3-6 60.00
7-12 35.00
13-24 30.00
25-27 20.00
28 8.00
29 8. Magnus Robot Fighter 8.00
30 8.00
31 The Spectral 8.00

DOGS OF WAR

DEFIANT (1994-current)

1 GRe AHo Shooter & Ironhead 2.50

WIZARD PRICE GUIDE

DONATELLO

MIRAGE (1988)

1 TMNT ... 14.00

DOOM FORCE SPECIAL

DC COMICS (1992)

1 KG GMo 1 Doom Force ... 2.95

DOOM PATROL

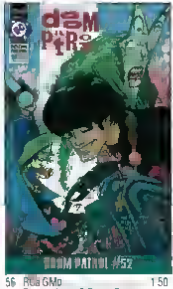
DC COMICS (1964-1973)

previously My Greatest Adventure

58 RPr ADr 1 Brotherhood/Evil ... 75.00
67 RPr ADr 8 ol Evil ... 45.00
68 RPr ADr 0 General Immortus ... 45.00
69 RPr ADr 1&D Animal Mineral Vegetable Man ... 45.00
90 RPr ADr 8 ol Evil ... 45.00
91 RP ADr 1 Mento 1 Cargoux ... 45.00
92 RPr ADr Dr. Tyme ... 45.00
93 RPr ADr 8 ol Evil ... 45.00
94 RPr ADr 1 Dr. Radlick ... 45.00
95 RPr ADr A-M V Man ... 45.00
96 RPr ADr C Immortus ... 45.00
97 RPr ADr Garguax ... 45.00
98 RPr ADr 1 Atomic Man ... 45.00
99 1 Beast Boy ... 45.00
100 0 Beast Boy ... 55.00
101 Beast Boy ... 25.00
102 Challengers of the Unknown ... 25.00
103 105 ... 25.00
106 D Negative Man ... 25.00
107 120 ... 25.00
121 D-Doom Patrol ... 79.00
122-124 reprints ... 3.00

2ND SERIES (1987-current)

1 SL PKu 0 D Patrol Kalk ... 2.00
2 SU PKu vs Kalk ... 1.75
3 SU PKu 1 Logoslone ... 1.75
4 SL PKu 1 Karma ... 1.75
5 SU PKu 8 Chief ... 1.50
6-4 ELa PKu ... 1.50
5-16 ELa PKu ... 1.25
17 GMo PKu D-Celsius Aquisman ... 4.00
18 GMo PKu Invasion ... 3.00
19 RCa CMk Crawling from the Wreckage p1 1 Crazy Jane ... 18.00
20 RCa CMk Wreckage p2 1 Reb s ... 7.00
21 RCa GMo Wreckage p3 ... 5.00
22 RCa GMo Wreckage p4 ... 5.00
23-25 RCa GMo ... 5.00
26 RCa CMk 1 Brotherhood of Dada ... 5.00
27 28 RCa GMo ... 5.00
29 RCa GMo Superman B Grif ... 5.00
30-33 RCa GMo ... 3.00
34 RCa GMo 8 Mr. Mallah & The Brain ... 3.00
35-36 RCa GMo ... 3.00
37-38 RCa GMo ... 2.75
39 RCa GMo Spider Robotman ... 2.50
40 RCa GMo ... 2.25
41 RCa GMo ... 2.00
42 RCa GMo 0 Flex Mentallo ... 2.00
43 RCa GMo ... 2.00
44-46 RCa GMo ... 2.00
45 RCa GMo ... 2.00
50 JHe GMo 0 Scarabel portfolio ... 3.00
51-52 RCaGMo ... 2.00
53 KSt GMo parody story ... 1.75
54 RCa GMo photo cover Rikki Hamilton ... 1.50
55 RCa GMo Candlemaker ... 1.50



56 RCa GMo ... 1.50
57 CMa ol size D Doom Patrol ... 2.50
58-60 ... 1.50
61 RCa GMo D Candlemaker ... 1.75
62 RCa GMo ... 1.75
63 RCa Last CMk issue ... 1.75
64 RCa RPr Vertigo begins ... 1.75
65 RCa RPr ... 1.75
66 RCa RPr ... 1.95
67 LMe RPr 50th anniv new HQ ... 1.95
68 LMe RPr 1 The Identity Addict ... 1.95
69 LMe RPr photo cvr ... 1.95
70 LMe RPr Coagula photo cvr ... 1.95
71 LMe RPr shocking aspect of Robotman's past revealed ... 1.95
72 LMe RPr Foster offers Robotman a human body ... 1.95
73 LMe RPr the Head's nightmare ... 1.95
74 LMe RPr pated versions ... 1.95
75 TMk RPr Tod sells Wars p1 ... 1.95
76 TMk RPr Tod Wars p2 ... 1.95
77 TMk RPr p3 Cliff's new body ... 1.95
78 TMk RPr p4 Cliff & Kate merge ... 1.95
79 TMk RPr p5 vs Tolmaster ... 1.95
ANNUAL 1 ... 1.75

DOOM PATROL/SUICIDE SQUAD SPECIAL (1988)

1 ELa PKe ... 2.50

CRAWLING FROM THE WRECKAGE

TPB reprints #19-25 ... 15.95

DOOM 2099

MARVEL (1993-current)

1 PBr JFm vs Tyger Wylde foil cvr ... 3.00
2-8 PBr JFm ... 1.50
9 PBr JFm in China/Wire ... 1.50
10 PBr JFm ... 1.50
11 PBr JFm 1 Nero Angel ... 1.25
12 PBr JFm in Wakanda vs cyborg ... 1.25
13 PBr JFm myst cal side of Doom ... 1.25
14 PBr JFm vs Lokr 8 Avatarr ... 1.25
15 PBr JFm China 2099 p1 ... 1.25
16 PBr JFm China 2099 p2 ... 1.25
17 PBr JFm p3 vs Hiens ... 1.50
18 PBr JFm p3 Sa-ann Land 2099 ... 1.50

DOORMAN

COLT PRESS (1993-current)

1 JLy MLn 1 DoorMan outer personality foil-embossed cvr ... 2.95
2 3 JLy MLn ... 2.75
4 JLy MLn Father & Sons p1 ... 2.75

DOUBLE LIFE OF PRIVATE STRONG

ARCHIE (1959)

1 JK 1 The Fly ... 360.00
2 JK ... 250.00

DRACULA

TOPPS (1992-1993)

1 movie be n ... 2.25
1A red foil cvr ... 25.00
2-4 ... 2.95

DRACULA VLAD THE IMPALER

TOPPS (1993)

1 3 ... 2.95

DRACULA VS ZORRO

TOPPS (1993-current)

1 duel for Camelia Rodriguez ... 2.95
2 kidnapped w/Zorro #0 ... 2.95

PRESTIGE COLLECTION (1994)

SC reprints classic story ... 5.95

DRAGON'S CLAWS

MARVEL

1 ... 2.00
2-4 ... 1.75
5 1 Death's Head (foil) ... 10.00
6-10 ... 1.75

DRAGON FORCE

AIRCEL (1986-1988)

1 13 ... 5.00

DRAGONLANCE

DC COMICS (1988-1991)

1 ... 5.00
2 ... 4.75
3-7 ... 4.50
8-12 ... 3.50
13-14 ... 4.00
15-18 ... 3.00
20-28 ... 2.00
29-34 ... 1.75

DREADSTAR

MARVEL

1 JSi JSt 0 Dreadstar ... 4.50
2 JSi JSt 0 Willow insert story ... 2.00
3-12 ... 2.00
13-22 ... 1.50
ANNUAL 1 JSi JSt 0 Starjoy ... 3.00

FIRST

27 JSi JSt vs Drizzt ... 1.50
28 JSi JSt Fall of Papal ... 1.50
29 JSi JSt 0 Morvale ... 1.50
30 JSi JSt vs Papal ... 1.50
31-55 ... 1.50
56 AMe PDa Batman may a starjyme ... 1.50
57-62 ... 1.50
63-64 AMe PDa covers by Wilo ... 1.50

MALIBU (1994-current)

1 EDa PDa 1 Kalle Yen-ele Dalard ... 2.50

DR. STRANGE

MARVEL (1968-1969)

previously part of Strange Tales

156 Origin retold, Dr. Strange ... 105.00
170 ... 50.00
171 178 ... 32.00
179 reprint ... 32.00
180-181 ... 30.00
182 vs Juggernaut ... 30.00
183 ... 30.00

2ND SERIES (1974-1987)

1 ... 30.00
2 ... 18.00
3 Dormammu ... 9.00
4-10 ... 8.00
11-15 ... 6.00
16 Clea ... 6.00
17-26 ... 5.00
27 1 Zaramdin ... 4.00
28 D Zaramdin ... 4.00
29 D Zaramdin ... 3.50
30 ... 3.00
31 Sith Mariner ... 2.50
32-47 ... 2.50
48-50 MRo RSi ... 2.50
51 MRo RSi Nick Fury ... 2.50
52 MRo RSi Nightmare ... 2.50
53-70 RSi ... 2.00
71 73 RSi ... 2.00
74 Secret Wars II ... 2.00
75 77 CWa PGi ... 2.00
78 CWa PGi ... 3.00
79-80 CWa PGi ... 2.00
81 CWa PGi ... 2.00

3RD SERIES (SORCERER SUPREME) (1988-current)

1 RCa PGi 0 Dr. mammu ... 5.50
2 Dormammu ... 3.00
3 Dragon Circle New Defenders ... 2.25
4 ... 2.25
5 10 JGu RTh ... 2.25
11 JGu RTh Hobgoblin ... 5.50
12-14 ... 2.00
15 JGu RTh Vampiric Verses, Amy Grant ... 7.00
16-39 RTh ... 2.00
31 33 RTh ... 3.00
37 Gis RTh/DTh O Frankenstein ... 2.00
38-43 Gis RTh ... 2.00
44-45 Gis RTh ... 1.75
47 Gis RTh Inf War X-over ... 1.75
48-49 Gis LKa ... 1.75
50 Gis LKa Hoo--Grafx cover ... 2.50
51-54 Gis LKa ... 1.75
55-56 Gis RTh Infinity Crusade ... 1.75
57 Gis Urthona ... 1.75
58 Gis vs Urthona ... 1.75
59 Gis trapped w/Kyllian in Isolator ... 1.75
60 Gis Ceiovoms Mrg- Sokit Book ... 3.00
61 Gis Siege of Darkness p15 ... 1.75
62 Gis S of D a meth vs Dr. Doom ... 1.75
63 Gis Mwin girl Sons ... 1.75
64 Strangers Among Us p1 ... 1.75
65 p2 vs Namor & Stingray ... 1.95
66 p3 vs Mindgirl Sons ... 1.95
ANNUAL 1 ... 2.50
ANNUAL 2 MWy RTh return of the Defenders p4 Baron Blood ... 2.25
ANNUAL 3 1 Kyllian w/card ... 2.95
ANNUAL 4 p4 truth revealed ... 2.95

TRIUMPH AND TORMENT

GN MMi RSi Dr. Strange and Dr. Doom vs Mephisto ... 9.95
HC ... 14.95

VS. DRACULA (1994)

1 reprints stories w/Dracula ... 1.95

DR. STRANGE CLASSICS

MARVEL (1994)

1-4 reprints ... 1.75

DR. STRANGE/GHOST RIDER

MARVEL (1991)

1 CMa RTh/DTh Newsstand Edition p4 Dr. Strange ... 3.95

EARTH 4

CONTINUITY

1 Deathwatch 2000 p7 bagged w/card thermographic cover ... 2.50
2 DW 2000 p13 vs Hellbenders w/2 card wraparound cover ... 2.50
3 DW 2000 p15 Hull battle w/ Dragon begun bagged w/card wrapa pund Tyvek cover ... 2.50

2ND SERIES (1993-current)

1 embossed sandpaper cvr bagged ... 2.50
2 Urth strikes out against its teammates "solid gold" cvr ... 2.50
3-6 ... 2.50
8 Rise of Magic lie-in ... 2.50
7 vs three ancient gods of magic ... 2.50
8 search for stolen stealth plane ... 2.50
9 ... 2.50
10 ... 2.50

THE EASTER STORY

MARVEL (1994)

1 MW LS ... 2.50

EBONY WARRIOR

ANIA

1 0 Ebony Warrior w/card by ELa ... 1.95
2 ... 1.95

ECLIPSO

DC COMICS (1992-1994)

1 RSe KGi ... 2.00
2-3 RSe KG ... 1.50
4-6 LMe KGi ... 1.25
7-9 ... 1.25
10 CDo RFi vs Darkseid ... 1.25
11 RFi Shadow Fighters Creeper Peacemaker Nemesis Major Victory female Wildcat Dr M de ght ... 1.25
12 RFi Shadow Fighters ... 1.25
13 RFi seven heroes killed by Eclipso ... 1.25
14 RFi Waller others vs Eclipso ... 1.25
15 RFi Gordon others on trial ... 1.50
16 RFi group of heroes in Paradox ... 1.50
17 RFi Justice Leaguers join fight ... 1.50
18 RFi Spectre final battle ... 1.50
ANNUAL 1 Bloodlines p19 1 Prism ... 2.50

Fantastic Four 2099 ... In the "Starblast" crossover, Namor consoles Sue and Lyga and the Torch become the proud parents of an egg

ECLIPSO: THE DARKNESS WITHIN

DC COMICS (1992)

1 BSe KGi plastic diamond cover ... 5.50
1A Alternate w/ ... 3.00
2 ... 5.00

ECTOKID

MARVEL (1993-current)

1 Nightline title 1 Dec Manuja, preview of Rick Hoe full cvr ... 2.50
2 Dex/Jade key to origin ... 1.75
3 ... 1.75
4 Dex discovers new power ... 1.75
5 x over w/Saint Sinner p1 ... 1.75
6 ... 1.75
7 Dex finds his first life mentor ... 1.75
8 Dex discovers new power ... 1.75
9 vs Expurgatorious ... 1.95
10 ... 1.95

THE EDEN MATRIX

ADHESIVE COMICS

1 cyber punk story / tal comic to use digital manip Action/Adv edition ... 2.95
1A Cyber /Human edition ... 2.95

EIGHTY-PAGE GIANT

DC COMICS (1964-1985)

1 Superman ... 250.00
2 Jimmy Olsen ... 110.00
3 Lois Lane ... 100.00
4 Flash ... 100.00
5 Batman 25th Anniversary ... 110.00
9 Superman ... 80.00
7 Sgt. Rock's Prize Battle Tales ... 80.00
8 More Secret Origins ... 210.00
9 Flash ... 80.00
10 Superboy ... 80.00
11 Superman ... 80.00
12 Batman ... 80.00
13 Jimmy Olsen ... 80.00
14 Lois Lane ... 80.00
15 Batman Superman vs Joker ... 80.00

ELEKTRA ASSASSIN

MARVEL (1986-1987)

1 BSe FM, O Elektra ... 6.00
2 BSe FM, SHIELD cyborgs ... 5.00
3-7 BSe FM ... 4.00
8 BSe FM vs Ken Wind ... 4.50
GN BSe FM #1-8 ... 12.95

ELEKTRA LIVES AGAIN

MARVEL

HC FM, FMr Daredevil, Elektra vs Kingpin, Letter ... 24.95

ELEKTRA SAGA

MARVEL (1984)

1 rep Daredevil #168,190 ... 6.00
2 rep ... 5.50
3 rep Daredevil #177-181 ... 5.50
4 rep Daredevil #187-190 ... 5.50
TPB ... 16.95

ELEMENTALS

COMICO (1984-1988)

1 BWi 1 Destroyers ... 8.00
2 BWi ... 8.00
3 BWi ... 4.50
4-10 BWi ... 3.75
11-25 BWi ... 2.00

2ND SERIES (1989-current)

1-28 ... 2.50
29 poster edition ... 4.95
29A regular edition ... 2.50
30 Dolly on War Memorial sd, RF 18 pgs of 8 pups Body Count bin sector picture full-enhanced cvr ... 4.95
30A regular ed ... 2.50
31/Death of a Nation #0 New direction for series & team ... 2.50
32/II of a N Super-Nation formed ... 2.50
33-34 ... 2.50
SPECIAL 1 2 ... 2.00

LINGERIE SPECIAL

Deux A #1 Fox's fashion show ... 4.95
Deux S #1 ... 2.50

THE NATURAL ORDER

A GN rep Kelley Jones ... 12.95
B (2000) GN reprints ... 15.95

THE OBLIVION WAR

1-2 ... 2.95

SEX SPECIAL

1 ... 2.95
1A Gold Edition ... 4.95
2 ... 2.25
2A 2nd Printing ... 2.00
3-5 ... 2.95
7 Mr. Universe's obsession ... 2.95

THE STRIKE FORCE LEGACY

1 ... 3.95

ELFQUEST

MARVEL (1985-1986)

1 Reprints ... 6.00
2-6 Reprints ... 3.50
7-15 Reprints ... 2.50
16-28 Reprints ... 2.25
29-32 Reprints ... 1.75

ELFQUEST

WARP GRAPHICS (1978-1985)

1 WPi RPi ... 40.00
1A 2nd print ... 11.00
1B 3rd print ... 6.00
2 WPi RPi ... 20.00
2A 2nd print ... 5.00
2B 3rd print ... 3.00
3 WPi RPi ... 20.00
3A 2nd print ... 5.00
3B 3rd print ... 3.00
4 WPi RPi ... 20.00
4A 2nd print ... 5.00
4B 3rd print ... 3.00
5 WPi RPi ... 20.00
5A 2nd print ... 5.00
5B 3rd print ... 3.00
6 WPi RPi ... 20.00
6A 2nd print ... 4.00
6B 3rd print ... 3.00
7 WPi RPi ... 13.00
7A 2nd print ... 4.00
8 WPi RPi ... 13.00
8A 2nd print ... 4.00
9 WPi RPi ... 13.00
9A 2nd print ... 4.00
10-15 WPi RPi ... 5.00
16 WPi RPi 1 A Distant Soil ... 5.00
17-21 WPi RPi ... 8.00

BLOOD OF TEN CHIEFS (1983 current)

1 Jih RPi based on story originally publ in Tor novels ... 2.00
2 ... 2.00
3 Swift-Spear p1 ... 2.00
4 Swift-Spear poster by WPi ... 2.00
5 vs Intelligent dinosaurs ... 2.00

FIRE AND FLIGHT

HC WPi RPi ... 19.95

HIDDEN YEARS (1992 current)

1-9 WPi RPi ... 2.00
10 WPi RPi vs Grokmul Dgn ... 2.00
11 WPi RPi Palace of the High Ones Shattered ... 2.00
12 Winnowill vs Dj'un ... 2.95
HC reprint 1-H Years Hidden ... 19.95

KINGS OF THE BROKEN WHEEL (1990-1992)

1 WPi RPi ... 3.75
2-6 WPi RPi ... 2.00

NEW BLOOD (1992-current)

1-12 WPi RPi ... 2.00
13 RPi WPi younger Wolfriders begin solo adv's WPi poster ... 2.00
14 RPi WPi Forevergreen p2 youngsters search for Windkin ... 2.25
15 RPi WPi solo find clues ... 2.25
16 RPi WPi pd Vastmap Water ... 2.25
HC reprints #1-5 ... 19.95

SEIGE AT BLUE MOUNTAIN (1987-1988)

1 WPi RPi ... 10.00
2 WPi RPi ... 8.00
3-4 WPi RPi ... 4.50
5-8 WPi RP ... 4.00

WAVEDANCERS

1 JSz JDi/BLo 1 Wavedancers, lost-enhanced cvr poster ... 2.00
2 JSz JDi/BLo Search for True Crown p2, possible Crown found ... 2.25
3 JSz JDi/BLo Search p3 ... 2.25

E-MAN

CHARLTON (1973-1975)

1 ... 20.00
2 SDi ... 12.00
3 ... 9.00
4 SDi ... 12.00
5 SDi Miss Liberty Belle ... 10.00
6-8 Jly ... 10.00
Nova Kane ... 12.00
9-10 Jly ... 10.00

ALPHA PRODUCTIONS (1993-current)

1 JSi NCu 20th anniv limited series 1 Eon-Man wraparound cvr painted by GNi bagged w/poster ... 3.25
1A regular edition no poster ... 2.75
2 JSi NCu bagged w/poster ... 3.25
2A regular edition no poster ... 2.75
3 JSi NCu journey into future bagged w/poster ... 3.25
3A regular edition no poster ... 2.75
4 JSi NCu bagged w/poster ... 3.25
4A regular edition no poster ... 2.75

E-MAN RETURNS

ALPHA PRODUCTIONS

1 JSi NCu ocean adventure ... 2.75

ENEMY

DARK HORSE

1 ... 2.50
2 Enemy's mystery unravels ... 2.50
3 Enemy captured Quillan betrayed ... 2.50

ENIGMA

DC COMICS (1993)

1-2 ... 2.50
3 ... 2.50

ETERNALS

MARVEL (1976-1978)

1 ... 4.00
2-16 ... 2.00
ANNUAL 1 ... 3.00

MINI-SERIES (1985-1986)

1 2 ... 1.50

ETERNAL WARRIOR #6

ETERNAL WARRIOR

VALIANT (1992-current)

1 JDi JSh Un by D Eternal Warrior O Armstrong ... 12.00
1A Gold logo variant ... 75.00
1B Gold logo Gold foil ... 85.00
2 JDi JSh Un by Chi D D Geoff ... 9.00
3 JD KVh family argument ... 7.00
4 JDi KVh 1 Bloodchat ... 15.00
5 JDi KVh Bloodshot Hardinger's secret revealed ... 10.00
6 BWs vs Master Darque ... 6.00
7 BWs vs Master Darque ... 5.00
8 Same as Archer & Armong #8 ... 8.00
9 Break of the Geomancer, p1 Geomancer's history explored ... 3.75
10 Break of the Geomancer, p2 ... 3.75
11 Grind gives Jessica gift ... 2.25
12 Return of the Immortal Enemy, p1, Ft. Caldone ... 2.25
13 Return, p2 ... 2.25
14 Return, p3 ... 2.25
15 ... 2.25
16 MMi vs YGu Prologue to Empirical Dynasty, Bloodshot ... 2.25
17 MMi vs KVh vs Darque's man ... 2.25
18 MMi search for Jewel of silver ... 2.25
19 MMi ... 2.25
20 MMi vs Identity Crisis ... 2.25
21 MMi vs Grind in Arizona ... 2.25
22 KVh Gil & Grind vs Vrill & Nilsen, Warland Era II cont ... 2.25
23 In time of Air colour the Great ... 2.25
24 vs the Immortal Enemy ... 2.25
YEARBOOK 1 GLi DDi ... 3.95

THE EUDAEMON

DARK HORSE (1995)

1 NEi vs Mordare's hordes ... 2.50
2 NEi vs Mordare ... 2.50
3 NEi ... 2.50

EVIL DEAD: ARMY OF DARKNESS

DARK HORSE

1 JSm SRa movie adaptation ... 2.50
2-3 ... 2.50

EVIL ERNIE

ETERNITY

1-4 SHu RPu ... 2.50

CHAOS! COMICS

0 New Year's Evil GCp cover ... 2.50

THE RESURRECTION

1 RTe Ernie JGo cvr, Jill p in-up ... 2.95
2 holo-fdhog aphic-enhanced cvr ... 2.95
3 "Massive Mayhem Issue" poster of Lady Death by GPe ... 2.95
4 8 pages final issue ... 2.95

EXCALIBUR

MARVEL (1988-current)

1 ADa CCi 1 Widget 1 (Crazy Gang ... 10.00
2 ADa CCi 1 Kylun (as a child) ... 8.25
3 ADa CCi Jugganaut ... 5.00
4 ADa CCi Arcade Murderworld ... 5.00
5 ADa CCi D Courtney Ross ... 4.00
6 ADa CCi Inferno ... 4.00
7 ADa CCi Inferno, Soulsword ... 4.00
8 RLi CCi New Mutants ... 4.00
9 ADa CCi 1 W.H.O. 1 Nazi Excalibur ... 3.00
10 MRo CCi Captain Britain vs Haupthmann Englade ... 3.00
11 ADa CCi Nick Excalibur ... 3.00
12 ADa CCi Cross Time Caper, p1 ... 3.00
13 ADa CCi p2, new costume for Captain Britain ... 3.00
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3 Dir Mkt edition poster 2.50
3A newsstand w/o poster 1.95
4 vs Texan w/Mr dn ph Blue & The Witch Dir Mkt edn poster 2.50
4A newsstand w/o poster 1.95
5 vs Bloodlust Genesis x-over 2.25
6 Genesis Royal Blood story 2.25
7 vs Airman 2.25
8 vs Posse 2.25
9 R Iron Skull vs DeathSong 2.25
10 vs supranormal rapist 2.25
11 2.25

FEUD

MARVEL (1993)

1 MNI MNo metallic ink-emb'd cvr 2.50
2 MNI MNo 1.95
3 MNI MNo Sleek mode Stiker Castle 1.95
4 MNI MNo 1.95

FIGHTING AMERICAN

DC COMICS (1994-current)

1 new adv s of Simon/Kirby hero 1.50
2 vs Mania Circus 1.50
3 vs Gross National Product 1.50
4 trapped in prison 1.50
5 vs PhorOpior 1.50

FIREARM #9

FIREARM

MALIBU (1993-current)

1 CMa JRb 1 Alex Swan Fl 3.00
2 CMa JRb Hidden Rune #6 coup. 2.50
3 CMa JRb captured by Sportsmen 1.95
4 CMa JRb Break-Thru x-over 1.95
5 CMa JRb aftermath of Brk-Thru 1.95
6 JRb Pr me x-over continues 1.95
7 JRb 1.95
8 CMa JRb search for killer 1.95

FIRESTAR

MARVEL (mini series 1986)

1 MW TDe O F mstar Prof X 4.00
2 MW TDe Hellions 3.50
3 MW TDe White Queen 2.00
4 MW TDe Hellfire Club 2.00

FIRESTORM THE NUCLEAR MAN

DC COMICS (1987-1990)

previously Fury of Firestorm

55-56 1.25
57-68 Millenium 1.25
69-99 1.25
100 dbl size 3.50
ANNUAL 5 1 New F ostorm 1.75

FIRST ISSUE SPECIAL

DC COMICS (1975-1976)

1 Atlas 1.50
2 Green Team 1.50
3 Metamorpho 1.75
4 Lady Cop 1.50
5 Manhunter 1.75
6 Dingbats 1.50
7 Creeper 1.75
8 1&O Warlord 18.00
9 Dr Fate 1.75
10 Outsiders 1.75
11 Assassin 1.50
12 Starman 2.00
13 New Gods 1.50

FLAMING CARROT COMICS

KILLIAN BARRACKS (1981)

1 65.00

FLAMING CARROT

BARDVARK VANAHEIM (1984-1985)

1 45.00
2 30.00
3 20.00
4-5 14.00

RENEGADE

5 14.00
7 9.00
8-9 7.50
10-14 4.50
15 cover price 3.50
15A no cover price 3.00
16-17 3.50

FLAMING CARROT #17

DARK HORSE

19 3.00
23-24 2.25
25-26 TMNT 2.50
27 29 2.25
29 Moon Man 2.50
30 2.50

FLASH

DC COMICS (1959-1985)

106 Cm GFo II Flash 3 750.00
108 Cm GFo 1&O Gorilla Grodd and Fled Flash 550.00
107 108 Cm GFo Grodd 400.00
109 Cm GFo Mirror Master 325.00
110 Cm GFo 1&O Kid Flash 300.00
111 Cm Kid Flash 200.00
112 Cm I Elongated Man 250.00
113 Cm O Trickster 200.00
114 Cm 175.00
115 Cm 150.00
116 Cm Kid Flash 150.00
117 Cm 1&O Captain Boomerang 375.00
118 125.00
119 M Elongated Man & Sue 125.00
120 Kid Flash 125.00
121 100.00
122 1&O The Top 100.00
123 Cm GFo 1st app. of GA Flash In Silver Age 1st Earth II 700.00
124 80.00
125 Kid Flash 65.00
126-127 65.00
128 O Abra Kadabra 65.00
129 Golden Age Flash 100.00
130-134 70.00
135 new costume for Kid Flash 70.00
136 300.00
137 Vandal Savage 300.00
138 65.00
139 1&O Reverse Flash 80.00
140 O Heat Wave 65.00
141-150 40.00
151 Earth 2 Flash 65.00
152-155 30.00
156 Kid Flash 30.00
157 30.00
158 JLA 30.00
159 Kid Flash 30.00
160 giant size 40.00
161-163 25.00
164 Kid Flash 25.00
165 M Flash & Iris West 25.00
166 25.00
167 O Flash 25.00
168 Green Lantern 25.00
169 giant size 40.00
170 E-2 Flash Dis Fate M O-Man 25.00
171 Justice League vs Dr Light 20.00
172 20.00
173 Kid Flash F 2 Flash 20.00
174 Barry reveals ID to Iris 20.00
175 Superman vs Flash JLA 100.00
176 giant size 20.00
177 20.00
178 giant size 27.00
179 20.00
180-185 12.00
186 Sargon the Sorcerer 12.00
187 giant size 20.00
188-195 12.00
196 giant size 20.00
197 200 10.00
201 E-2 Flash story 7.00
202-204 7.00
205 giant size 12.00
206-210 6.00
211 O E-2 Flash 6.00
212-213 6.00
214 O Metal Men 5.00
215 Green Arrow 12.00
217 7.00
217-218 NAd Green Lantern 12.00
219 Green Arrow 12.00
220 Kid Flash, G Lantern 7.00
221-222 7.00
223 Green Lantern 5.00
224-225 Green Lantern 5.00
226 5.00
227-233 5.00
234-267 3.00
268 E-2 Flash 3.00
269 Kid Flash 3.00
270-275 3.00
276 O Fmc JLA 3.00
277 JLA 3.25
278-288 3.00
289 1st DC art by GPe & Firestorm 7.00
290 3.00
291-299 2.50
300 O Flash, New T. Titans 2.50
301-304 2.50
305 F-2 Flash, B-Dr Fate 3.00
306 3.00
307-309 2.50
309 O Flash 2.50
310-313 2.50
314-317 2.50
318 Creepy 2.50
319-321 2.50
322-323 vs Reverse Flash 2.50
324 O Reverse Flash 2.50
325-326 2.50
327 JLA 2.50
328 2.50
329 JLA 2.50
330-335 2.50
340-343 Flash S Trial 2.50
344 O Kid Flash Trial 2.50
345-349 Trial 2.50
350 Trial dbl sz final issue 5.00
ANNUAL 1 265.00

2ND SERIES (1987-current)

1 JGu MNo Legends N T Tales 10.00
2 JGu MNo 6.00
3 JGu MNo 1 Kilg%re 5.00
4 JGu MNo Cyborg 4.00
5-6 JGu MNo 3.50
7 JGu MNo Rel Trinity 3.00
8 JGu MNo Million um 3.00
9 JGu MNo Million um 1 Chunk 3.00
10-11 MOn MNo Chunk 3.00
12 JGu MNo 1 Kapital Konjurers 3.00
13 MOn MNo Vandal Savage 3.00
14 MOn MNo Vandal Savage 2.50
15-19 GLa WLo 2.50
19 GLa 2.50
20-22 GLa WLo Invasion 2.00
23 GLa WLo 2.00
24 GLa WLo Super Speed returns 2.00
25 GLa WLo 2.00
26-28 GLa WLo Porcupine Man 2.00
29 GLa WLo new Phantom Lady 2.00
30-35 GLa WLo 2.00
36-39 GLa WLo vs cult 2.00
40-42 GLa WLo 2.00
43-44 GLa WLo 2.00
45-47 GLa WLo vs Grodd, Vibren 2.00
48 GLa WLo 2.00
49 GLa WLo O Flash 2.00
50 GLa WLo R-Flash dbl sz 5.50
51 GLa WLo 2.00
52 GLa WLo 1.75
53 GLa WLo Superman 1.75
54 GLa WLo 1.75
55 GLa WLo War of the Gods 1.50
56-57 GLa WLo 1.50
58 GLa WLo Icicle 1.50
59 GLa WLo Power Girl 1.50
60 RWh WLo Power Girl 1.50
61 RWh WLo Wally's mother wedding 1.25
62 GLa MWd Year One Born to Run pt 0 Kid Flash 1.25
63 GLa MWd p2 1.25
64 GLa MWd p3 Mirror Master 1.25
65 GLa MWd p4 1.25
66 MCo MWd 1&O Marine Marauder, Aquaman 1.25
67-68 GLa MWd 1.25
69 GLa MWd Gorilla Warfare, p2 Green Lantern 1.25
70 GLa MWd Gorilla Warfare, p4 1.25
71 GLa MWd 1.25
72 GLa MWd mysterious figure 2.00

CONTINUED
Incredible Hulk #417... In one of the best comics of 1994, Rick Jones's superhero friends throw him a bachelor party that has to be seen to be believed

73 GLa MWd R Barry Allen ... 2.00
74 GLa MWd Wally teams w/B.A. 2.00
75 GLa MWd three Flashes ... 2.00
76-77 GLa MWd ... 1.25
76 GLa MWd Barry's rampage E 2 Flash Johnny Quick ... 1.25
76 GLa MWd Wally vs Prof Zoom, double size ... 2.50
80 MWd Collector's Edition foil-enhanced cover vs Magenta(Frances Kane) ... 2.50
80A Newsstand edition ... 1.25
81 MWr MWd Nightwing Starline vs Cosmic moll ... 1.25
82 MWr MWd Flash & N wing race to find Starline ... 1.25
83 MWr MWd N ghtwing Starline 1.25
84 BKi MWd vs Razer ... 1.25
85 MWr MWd vs Razer ... 1.50
86 MWr MWd ... 1.50
87 MWr MWd vs crime wave ... 1.50
88 MWr MWd meets plantoff ... 1.50
89 MWd stands trial ... 1.50
90 MWr MWd becomes outlaw ... 1.50
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ANNUAL 1 JGn MWr ... 4.00
ANNUAL 2-3 ... 2.50
ANNUAL 4-5 ... 3.25
ANNUAL 6 Bloodlines 1 Argus ... 2.50
SPECIAL 1 50th Anniversary ... 3.00

TV SPECIAL (1991)

1 JSs JRy ... 3.95

FLASHPOINT

MAJESTIC

1 1 Flashpoint ... 2.50

FLOATERS

DARK HORSE (1993-current)

1 LTe SFa/Ct e first in line of "Comics from Spike (Lee)" ... 2.50
2-4 LTe SFa/Cta ... 2.50
5 LTe SFa/Cta final showdown ... 2.50
6 LTe SFa/Cta ... 2.50

FOOLKILLER

MARVEL (1990-1991)

1 JJB SGe 1&0 Foolkiller III ... 4.00
2 JJB SGe D Foolkiller I&II ... 3.75
3 JJB SGe 1st n costume ... 3.00
4 JJB SGe new costume ... 2.50
5 JJB SGe Body Count ... 2.25
6 JJB SGe Fear To Tread ... 2.00
7 JJB SGe Torment ... 2.00
8 JJB SGe Spider Man ... 2.00
9 JJB SGe D Daman Waite ... 2.00
10 JJB SGe may death ... 3.50

FORCE WORKS

MARVEL (1994-current)

1 former Avs W Coast members team up, dbl sz pop-up cvr ... 3.95
1A regular cvr ... 1.75
1B newsstand edition ... 0.75
2 mystery of Century unraveled ... 1.50
3 vs Scatter ... 1.50

FOREVER PEOPLE

DC COMICS (1971-1972)

1 Jack Kirby cover & art ... 38.00
2 JKi ... 26.00
3-6 JKi ... 22.00
7-11 JKi ... 12.00

FRANK

NEMESIS (1994-current)

1 DCh DCw 1 Frank D rect ed ... 2.50
1A newsstand edition ... 1.75
2 DCh DCw captured by police, vs mindless giant, D1 ed. ... 2.50
2A newsstand edition ... 1.75
3 DCh DCw Dv ed secret of Frank's creation revealed ... 2.50
3A newsstand edition ... 1.75
4 DCh DCw Dv edition ... 2.50
4A newsstand edition ... 1.75

FRANK ZAPPA, VIVA LA BIZARRE

REVOLUTIONARY (1994)

1 Bic CAs tribute to musician ... 2.50

FREAK FORCE

IMAGE (1993-current)

1 ELa from Savage Dragon vs Major Disaster ... 1.95
2 ELa vs Make & Covenant ... 1.95
3 ELa vs Evil Twins ... 1.95
4 ELa ... 1.95
5 ELa vs Fantastic Force ... 1.95

FREEX

MALIBU (1993-current)

1 BHe GJo 1 ins Freex, bagged ed, w/Udiraverse card ... 4.00
1A unbagged reg run ... 1.95
1B holograph edition ... 50.00
1C Ultra-limited foil edition ... 30.00
2 BHe GJo ... 3.00
3 BHe GJo ... 1.95
4 vs Blackjunder Rum #0 coupon ... 2.50
5 vs Master of the Hunt ... 1.95
6 Break Thru x over vs J D Hunt ... 1.95
7 BHe GJo vs Lead Angel ... 1.95
8 BHe GJo Old Man vs Lost Angel ... 1.95
9 BHe GJo ... 1.95
10 BHe GJo Ray trapped in school ... 1.95

FRONTIERS

ANCOMICS (1994)

1 RSu The 1 Frontiers ... 1.75

FUGITOID

MIRAGE (1985)

1 ... 13.00

FURY

MARVEL (1994)

1 Kids origin film vs Nick Fury ... 2.95

FURY OF FIRESTORM

DC COMICS (1982-1987)

1 PB JLy 1 The Black 8 son ... 2.50
2 PB ... 1.50
3 PBr GCy K ller Frost ... 1.25
4 JLA X-over vs Killer Frost ... 1.25
5-18 GCy ... 1.25
17 1 Firehawk ... 1.25
18-20 ... 1.25
21 GCy D Killer Frost ... 2.00
22-33 ... 1.25
34 1&0 Killer Frost II ... 1.25
35-57 ... 1.25
58 JBc JOs 1&D Parallel Firehawk 1.25
59-61 JBc JOs ... 1.25
61A test logo ... 65.00
62-64 ... 1.25
ANNUAL 1-4 ... 1.75
becomes Firestorm, the Nuclear Man

GALAXINOVELS

GALAXINOVELS

AGENT THREE ZERO (1993)

1 comic bk size illustrated novel bagged w/poster & card ... 3.95
2 ... 3.95
3 Agent T Z. teams w/Jim Shade 3.95

BLACKRAY

1 novel about nuclear submarine bagged w/poster & card ... 3.95

VIRTUAL REALITY ZONE

1 comic bk size illustrated novel bagged w/poster & card ... 3.95

GAMBIT

MARVEL (1993-current)

1 LWk HMa in New Orleans Rogue gets emb d/debod cvr 5.50
2 true fate of Belladonna revealed 3.50
3 travels to Fall Kings ... 3.00
4 Gambit takes on Thunderstrike ... 3.00

GENE DOGS

MARVEL (1993-current)

1 1 Gene Dogs poster bagged w/4 cards ... 2.75
2 ... 1.75
3 GDo storm Olympus base ... 1.75
4-6 ... 1.75

GENESIS

MALIBU

0 X-over series connecting all Malibu books, various stories, wrapar d Chromium cvr by GPa ... 3.50

GEN 13

IMAGE (1994-current)

1 JLe BCo JWi AGa 1 Gen 13 (Burn-Out Grunge Fairchild, Freefall) ... 4.00
2 JLe BCo JWi AGa ... 2.50
3 JLe BCo JWi AGa Flint vs Fchild 2.50

G-FORCE

MARVEL

1 sml o series for G-Force ... 1.95
2-3 ... 1.95
4 ... 1.95

GHOST RIDER

MARVEL (1967)

1 1&0 Western "Ghost Rider" ... 35.00
2-7 ... 13.00

2ND SERIES (1973-1983)

1 TSu GFr 1 Son of Satan ... 35.00
2 JMo GFr Satan ... 37.00
3 JMo GFr 1 hellfire motorcycle 30.00
4 JMo GFr demolition derby ... 30.00
5 JMo MWo 1 Montella ... 30.00
6 JMo GFr Zodiak ... 20.00
7 JMr Tls Stunt-Master ... 20.00
8 JMr Tls Satan ... 20.00
9 JMD Tls Ghost Rider freed from Satan's control ... 20.00
10 rep Marvel Spotlight #5 ... 20.00
11 SBn Tls Hulk ... 15.00
12 FRo Tls Phantom Eagle ... 15.00
13 GTa Tls Trapster ... 15.00
14 GTu Tls the Orb ... 15.00
15 BBn Tls the Orb ... 15.00
16 GTn BMe Sharks ... 15.00
17 FRo Tls Son of Satan ... 15.00
18 FRo Tls Spider Man Thing ... 15.00
19 FRo Tls Challenger ... 15.00
20 JSy MWe Daredevil ... 15.00
21 GKa GCy Gladiator Evil ... 9.00
22 DHe GCy Enforcer ... 9.00
23 DHe GCy 1 Water Wizard ... 9.00
24 DHe JSh Enforcer ... 9.00
25 DHe JSh Mallow ... 9.00
26 DHe JSh Dr. Druid ... 9.00
27 DHe JSh Hawkeye Two-Gun Kid ... 9.00
28 DHe RMc the Orb ... 9.00
29 DHe RMc Doomsdrum ... 9.00
30 DHe RMc Dr Strange ... 9.00
31 DHe RMc Dr Strange ... 9.00
32 DHe RMc Scorny-Hunter ... 9.00
33 DHe RMc silent ... 9.00
34 DHe RMc Cyclopia cameo ... 9.00
35 JSi JSt Death ... 9.00
36 DHe MFi redneck ... 9.00
37 DHe MFi mobsters ... 9.00
38 DHe MFi Death Cult ... 9.00
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49 DHe MFi Manitou ... 9.00
50 DHe MFi G Nt Rider ... 9.00
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53 DHe MFi Agmobeam ... 6.00
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56 DHe MFi N ght Rider ... 6.00
57 DHe MFi Apparition ... 6.00
58 DHe MFi Enforcer ... 6.00
59 JSp MFi Water Wizard ... 6.00
60 HTr MFi 1 Black Juju ... 6.00
61 AKn MFi Water Wizard ... 6.00
62 JSp MFi Arabian Knight ... 6.00
63 LMc MFi Malicious Menace ... 6.00
64 Asmodeus ... 6.00
65 Fowler ... 6.00
66 Wind Witch ... 6.00
67 mobsters ... 6.00
68 BBn RSd D Ghost Rider ... 7.00
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70 BBu RSk Freaks ... 5.50

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IRON MAN #300 ... Shellhead's got his hands full with the New Warriors and Captain America, and there's a cliffhanger ending with Thunderstrike.

WIZARD PRICE GUIDE

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73 BSu JDm vs Circus of Crime ... 5.50
74 BSu JDm Centurious ... 5.50
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3RD SERIES (1990-current)

1 JSs HMa 1 Ghost Rider II 1 Dan Ketch 1 Deathwatch ... 25.00
1A 2nd Pr nt ... 6.00
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4 JSs HMa Mr Hyde ... 18.00
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5A 2nd Pr nt,Gold ... 12.00
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7 MTe HMa Scarecrow impaled ... 6.00
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9 JSs HMa X-Factor ... 6.00
10 JSs HMa 1 new Zodiak ... 6.00
11 LSt HMa Dr. Strange ... 5.00
12 JSs HMa Dr. Strange ... 5.00
13 MTe HMa vs Johnny Blaze, 1 Snowblind ... 5.00
14 MTe HMa Johnny Blaze ... 5.00
15 MTe HMa Blow In Dark ... 10.00
15A 2nd print ... 5.50
16 MTe HMa Hobgoblin SpM Johnny Blaze ... 4.00
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18 MTe HMa Painted cover ... 3.00
19 MTe HMa 1 Suicide ... 3.00
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21 MTe HMa Ghost Rider beats the crap out of Snowblind ... 3.00
22 23 MTe HMa Deathwatch ... 3.00
24 MTe HMa O Deathwatch O Snowblind ... 2.50
25 Blackout rips out Dan's throat, pop up centerfold ... 3.00
26 RGa HMa X Men,Blood ... 3.00
27 " " ... 3.00
28 " " ... 4.00
29-30 ... 1.75
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32-33 ... 1.75
40 Midnight Massacre p2 "Darkhold Envelope" cvr ... 2.25
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42 Road p3 vs Deathwatch neon-enhanced cvr ... 1.75
43 Road p5,several revelations neon-enhanced cvr ... 1.75
44 Siege of Darkness p2 ... 1.75
45 S ege p10 ... 1.75
46 G Rider totally altered ... 1.75
47 Vengeance vs new G Rider ... 1.75
48 RGa HMa Under Fire p2 ... 1.75
49 RGa HMa p3 Hulk vs Veng'e ... 1.95
50 and vs Vengeance kidnapped GR shows new methods foil cvr2 ... 2.50
50A regular edition ... 2.50
ANNUAL 1 Clg HMa buyer wizard 1 N ght Terror ... 2.95

FEAR (1992)

Bookshelf Format LWk HMa with Capt. America,vs Scarecrow ... 5.95

GHOST RIDER/CABLE (1992)

TPB reprints Marvel Comics Presents #80-86 ... 3.95

MIDNIGHT SONS

TPB reprints GR #28,31,O hold#1, Spk's of Veng #1,Morbius #1, Nightlife #1,Iceman #1,Iceman #1 ... 18.95

RESURRECTED

TPB rep #1-7 ... 12.95

GHOST RIDER 2099

MARVEL (1994)

1 Cble I Ka 1 Gh 2099, pitchers cr fol cvr ... 2.25
1A regular cvr edition ... 1.50
2 Cble I Ka hurt Lor Zero's allies ... 1.50

GHOUL GALLERY

AMERICOMICS

1 horror anthology ... 2.95
2 ... 2.95

GIANT SIZE CHILLERS

MARVEL (1974)

1 1&0 LrHn (Dracula's daughter) 4.00 becomes Giant Size Dracula

2ND SERIES (1975)

1 3 ... 2.50

GIANT SIZE CREATURES

MARVEL (1974)

1 Werewolf by Night ... 3.00

GIANT SIZE DRACULA

MARVEL (1974-1975)

previously Giant Size Chillers

2 ... 2.50
3 reprint ... 2.50
4 ... 2.00
5 J5y John Byrne's Fantastic Four Model Comp ... 6.00

GIANT SIZE SUPER-HEROES

MARVEL (1974)

1 GKa GCy Spider,Man vs Morbius and Man Wolf ... 35.00

GIANT-SIZE SUPER-STARS

MARVEL (1974)

1 RRu GCy Thundra,Black Panther Hulk vs Thing ... 13.00

G I COMBAT

QUALITY/DC COMICS (1952-1987)

1 ... 225.00
2 ... 125.00
3-6 ... 100.00
7 12 ... 75.00
13-24 ... 50.00
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43 last Quality issue ... 40.00
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49-60 ... 75.00
61-66 ... 55.00
67 1 Tank Killer ... 55.00
68-72 ... 55.00
73-84 ... 50.00
85-66 ... 40.00
87 1:Haunted Tank ... 100.00
88-89 ... 40.00
90 last 10-cent cover price issue ... 40.00
91 96 ... 30.00
97 107 ... 20.00
108 Sgt Rock ... 20.00
109-113 ... 15.00
114 0 Haunted Tank ... 75.00
115-120 ... 14.00
121-136 ... 9.00
137 ... 8.00
138 1 The Losers ... 12.00
139-145 ... 6.00
146-148 ... 4.50
149-200 ... 4.00
201-250 ... 2.50
250-281 ... 3.00
282-287 ... 2.00
288 1 nal issue ... 2.00

G I JOE

MARVEL (1982-current)

1 ... 5.50
2 scarce ... 8.00
3-11 ... 3.00
12-21 ... 3.00
22-32 ... 2.50
33-49 ... 2.00
50 ... 2.00
51-59 ... 1.75
60 ... 3.50
61-68 ... 1.25
69 ... 1.25
100 ... 2.25
101 117 ... 1.25
118-120 ... 1.00
121-134 ... 1.25
135-138 ... 1.75
137 138 "Jaygee" wave action card 1.75
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140 LHa Star Brigade,Tr'formers: Generation 2 vs Decepticons ... 1.25
141 LHa Tr'formers Generation 2 ... 1.25
142 Autobots ... 1.25
143-145 ... 1.25
146 FGs LHa Mega Marines ... 1.25
147 Star Brigade vs Cobra ... 1.25
148 vs Dr Mindbender ... 1.25
149 vs Cobra Commander ... 1.25

G I JOE & THE TRANSFORMERS

SC HTr MH vs CDBPA & Decept s4 ... 9.95

GI JOE EUROPEAN MISSIONS

MARVEL

1-16 ... 1.95

GI JOE SPECIAL MISSIONS

MARVEL

1 HTr LHa Shipwreck ... 3.00
2 HTr LHa Snowjob ... 2.00
3 HTr LHa Stalker ... 1.75
4 HTr LHa October Guard ... 1.50
5-20 ... 1.50

GI JOE VS THE TRANSFORMERS

MARVEL (1987)

1-4 ... 1.25

GI JOE YEARBOOK

MARVEL (1985-1986)

1 ... 4.00
2 ... 3.00
3 ... 2.50
4 ... 2.25
5 ... 2.00

GOBBLEDY GOOK

MIRAGE (1984)

1-2 early TMNT ... 220.00

2ND SERIES (1986)

1 ... 10.00

GODZILLA

DARK HORSE (1988)

1 movie adapt sol ... 6.00
2-6 ... 3.00
Color Special ... 3.50

GODZILLA VS. BARKLEY (1993)

1 dinosaur vs Charles Barkley ... 2.95

GODZILLA

MARVEL (1977-1979)

1 ... 6.00
2 ... 4.00
3 Champions ... 4.00
4-10 ... 4.00
11 22 ... 2.50
23 Avengers ... 2.50
24 ... 2.50

GOLDEN AGE

DC COMICS (1993-1994)

1 PSm JRb 1P,Elseworlds story w/G. Age heroes in post-war '3848,foil-emb'd logo on cvr ... 4.95
2 PSm JRb 1P,foil-emb'd logo on cvr GL, Starman,others forced to become heroes again ... 4.95
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IF YOU MISSED ... Booster Gold gets his new armor, and the Dreamslayer tries to kill the JLA.

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ANNUAL 4 3.00
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1 TEe MWb 4.00
2-4 1 Ee MWb 2.25

GREEN ARROW: THE WONDER YEAR (1993)

1-4 GM MGr 1.75

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DC COMICS (1987)

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1 TV Ile- a photo cvrs on all ... 125.00
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4 JBI RFo O Alan ewll 5.00
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7 JBI RFo O Devane ... 3.00
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10 JBI RFo drug runners 2.50
11 MHe RFo memory/death 2.50
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DC COMICS

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3 GKa JIm vs Qward ... 300.00
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5 GKa JIm 1 & O Hector Hammond ... 225.00
6 GKa JIm 1 Tomar-Re ... 200.00
7 1 & O Sinestro ... 150.00
7-8 ... 150.00
10 O GL's death ... 150.00
11 ... 150.00
12 1 Dr Polaris ... 150.00
13 Flash ... 115.00
14 1 & O Sinestro ... 115.00
15 ... 115.00
16 O Star Sapphire ... 125.00
17-18 ... 100.00
19 Flash ... 115.00
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22 ... 85.00
23 1 Tattooed Man ... 85.00
24 O Shark ... 85.00
25-28 ... 85.00
29 1 Black Hand, JLA ... 85.00
30 1 Kalma Tur ... 85.00
31-36 ... 85.00
37 1 Evil Star ... 85.00
38 Tomar-Re ... 85.00
39 vs Black Hand ... 85.00
40 O Guardians Crisis ... 275.00
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48-50 ... 45.00
51 ... 30.00
52 ... 35.00
53-56 ... 30.00
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60 1 Lamplighter ... 20.00
61 GA Green Lantern appears ... 35.00
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102 MGr Green Arrow ... 4.00
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104-105 MGr ... 5.00
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123 Guy Gardner ... 2.00
124-129 ... 2.00
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188 Stewart reveals ID to world 4.00
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ANNUAL 2 2.75
ANNUAL 3 2.50
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43 GJo n rfly 1.25
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2 3 40.00

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VALIANT

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DARK HORSE (1990-1991)

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2 GDe FMi ... 5.00
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26 ... 2.50
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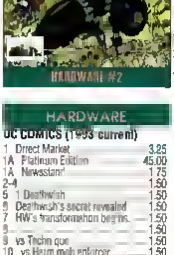

HARDWARE

DC COMICS (1993-current)

1 Direct Market ... 3.25
1A Platinum Edition ... 45.00
1A Newsstand ... 1.75
2-4 ... 1.50
5 Deathwish ... 1.50
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7 HW's transformation begins ... 1.50
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16 new version of HW on Hector's ... Team-Up ... July ... 3.95
16A regular edition, July ... 1.95

HARSH REALM

HARRIS

1 APa JHu 1 Darker Green pt1 ... 2.95
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3 APa JHu search for teen goes on ... 2.95

HATE

FANTAGRAPHICS (1990-current)

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7 ... 6.00
8-10 ... 5.00
11-12 ... 4.00

HAWKEYE

MARVEL (1983)

1 MGn Mockingbird ... 2.50
2-4 MGn Mockingbird ... 2.50
TPB rpr mis #1-4 ... 5.95

MINI-SERIES (1994)

1 SKo CD ... 1.75
2 SKo CDr d scovers creature in Rocket's (Rover) ... 1.75
3 SKo CD War M new costume ... 1.75
4 SKo CD vs Sl e Empire ... 1.75

HAWKMAN

DC COMICS (1964-1988)

1 MAn GFo 1 Chac ... 400.00
2 MAn GFo Trallis ... 125.00
3 MAn GFo Sky Raiders ... 75.00
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6 MAn GFo 1 W ngers ... 65.00
7 MAn GFo 1 C A.W ... 50.00
8 MAn GFo Vulcan rebel ... 50.00
9 MAn GFo Mother Maddar Alien ... 50.00
10 MAn GFo C A W ... 50.00
11 MAn GFo Shrike ... 40.00
12 MAn GFo Avron Kull ... 40.00
13 MAn GFo w fangs ... 40.00
14 MAn GFo C A.W ... 40.00
15 MAn GFo Maker ... 40.00
16 MAn GFo Wingors ... 25.00
17 MAn GFo Ravan ... 25.00
18 MAn GFo Adam Strange ... 25.00
19 MAn GFo Manhawks ... 25.00
20 MAn GFo 1 Lion Mane ... 25.00
21 MAn GFo L on Mane ... 25.00
22 DD 9Ha Falcon ... 25.00
23 DD 9Ha time travel ... 25.00
24 DD 9Ha at sea ... 25.00
25 DD RMa Medusa ... 25.00
26 DDr RMa Count Gyama ... 25.00
27 DDr RMa Snow Bird ... 25.00
TPB ... 19.95

2ND SERIES (1986-1987)

1 RHw Tts O Hawkman ... 3.00
2-4 RHw Tts ... 1.25
5-17 RHw DMs ... 1.25

3RD SERIES (1993-current)

1 JDr JOs new costume foil-enhanced cover ... 3.00
2 JDr JOs Green Lantern vs Meta tech & Marauder ... 1.75
3 JDr JOs truth about Hawkmen ... 1.75
4 JDr JOs Justice League ... 1.75
5 JOs vs W. Weirech Bloodwynd ... 1.75
6 JOs Eradicator, JLA reunion ... 1.75
7 LMc PKu King of Netherwld p1 ... 1.75
8 LMc PKu p2 vs Mongrel ... 1.75
9 SLb WLo vs Netherwld survivors ... 1.75
10 SLb WLo vs Redhood ... 1.75
ANNUAL 1 JDr JOs Blood rel p17 1-Mongrel ... 3.50

HAWKWORLD

DC COMICS

MINI SERIES (1989)

1 TTr D Hawkman PF ... 5.00
2-3 TTr D Hawkman PF ... 5.00

REGULAR SERIES (1990-1993)

1 CNo JOs D Hawks ... 4.00
2 CNo JOs vs Byth ... 2.00
3 GNo JOs old costume ... 1.75
4 GNo JOs vs Shadow Th ef ... 1.75
5-7 GNo JOs ... 1.75
8-9 GNo JOs vs Byth ... 1.75

10 GNo JOs ... 1.75
11-12 GNo JOs Blackhawks app. ... 1.75
13-17 GNo JOs ... 1.75
18 GNo JOs ... 1.50
19 GNo JOs Aliens Defeated ... 1.50
20 GNo JOs ... 1.50
21 GNo JOs Escape from Thanagar ... 1.50
22 GNo JOs p2 M.Manbunter ... 1.50
23 GNo JOs vs civil war ... 1.50
24 GNo JOs p4 L.Guardians ... 1.50
25-26 ... 1.50
27 Flight's End p1 ... 1.75
28-30 ... 1.75
31 TTr JOs Flight's End p5 ... 1.75
32 TTr JOs D Hawkwoman p6 ... 1.75
ANNUAL 1 Flash ... 2.95
ANNUAL 2 Arm 2001 ... 2.95
ANNUAL 2A 2nd pl Silver ... 2.95
ANNUAL 3 Eclipse ... 2.95
TPB rpr mis mini-series #1-3 ... 16.95

HEARTS OF DARKNESS

MARVEL (1992)

PF JRj HMa Ghost Rider Punisher Wolverine vs Michael ... 4.95

HEAVY HITTERS

MARVEL (1993)

ANNUAL 1 Five stories featuring Heavy hitters' chars w/card ... 3.75

THE HECKLER

DC COMICS (1992-current)

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HELLBLAZER

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4-5 JRn JDe ... 10.00
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11-12 ... 6.00
13-24 ... 5.00
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50 End of Vampires ... 3.50
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67 turning point pt 2 cover ... 1.35
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72 SDn GEn in New York City ... 1.95
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75 SDn GEn milestone issue ... 2.95
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ANNUAL 1 ... 5.00
SPECIAL 1 SDn GEn self-contained story portfolio section ... 3.95

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TPB rpr mis #41-46 ... 14.95

ORIGINAL SINS

TPB rpr mis #1-5 ... 19.95

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DARK HORSE

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2 MMi/Mby search for clues ... 2.50

HELLHOUNDS

DARK HORSE

1 RFu MOs L.H.hounds Japanese heroes, CHa cover ... 2.50
2 ... 2.50

HELLRAISER

MARVEL (1989-current)

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5-8 ... 5.95
10-11 ... 4.50
12 ... 6.00
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1-4 MMi DOh ... 4.95

DARK HOLIDAY SPECIAL (1992)

1 ... 4.95

SUMMER SPECIAL (1992)

1 ... 5.95

HELL'S ANGEL

MARVEL (1992-current)

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HELLSTORM

MARVEL (1993-current)

1 MFr RNi parchment cover ... 2.95
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12 secrets about Damion's past ... 2.00
13 vs demonic killer ... 2.00
14 vs Zanquolm ... 2.00
15 haunted house story ... 2.00

HERCULES

MARVEL

MINI-SERIES (1982)

1 BLa BLa tarnished ... 2.00
2-4 BLa BLa ... 2.00

2ND SERIES (1984)

1-4 BLa BLa ... 1.50

FULL CIRCLE

GN ... 6.95

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TPB ... 5.95

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1 KQu 1 Heroes Inc. 4 cards ... 5.95
1A rep. edition w/o cards ... 2.95

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DC COMICS (1986)

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HEROES FOR HOPE

MARVEL (1985)

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6-8 ... 18.00
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10-12 ... 8.00
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becomes Power Man

HEX

DC COMICS (1985-1987)

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11 12 MTe MFi Future Batman ... 3.00
13-15 MTe MFi ... 1.50
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WIZARD PRICE GUIDE

HISTORY OF THE DC UNIVERSE

DC COMICS (1986)

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MARVEL (1993-current)

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5-6 ... 1.75
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9 AWi FLc Trp vs Hoodshell ... 1.75

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4 ... 200.00
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84-85 JKi ... 40.00
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101-110 ... 20.00
111-115 ... 15.00
116 ... 22.00
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131-142 ... 15.00
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145-155 M.Manhunter ... 45.00
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157-165 M.Manhunter ... 45.00
166 ... 70.00
167-172 M.Manhunter ... 35.00
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178 NAr ... 12.00
179 NAr ... 35.00
180-181 ... 8.00
182 ... 8.00
183 ... 10.00
184 ... 8.00
185-186 ... 8.00
187 ... 4.00
188 ... 8.00
189-190 ... 4.00
191 ... 3.00
192-193 ... 4.00
194 ... 3.00
195 ... 10.00
196-197 ... 3.00
198 ... 3.00
199 ... 5.00
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DC COMICS (1956-1978)

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62 Eclipse ... 60.00
63-65 Eclipse ... 40.00
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74-80 Eclipse ... 32.00
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82-91 ... 8.00
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95-154 ... 3.00

HOWARD THE DUCK

MARVEL (1976-1979)

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12-13 Kiss ... 4.00
14-99 ... 1.50
Annual 1 ... 1.50

MOVIE ADAPTATION (1986-1987)

1 KBa DFi Howard on Earth ... 1.25
2 KBa DFi Beverly ... 1.00
3 KBa DF vs Overlords ... 1.00

HUMAN FLY

MARVEL (1977-1978)

1 LEi SMa 1.Human Fly ... 2.00
2 CIr SMa Ghost Rider ... 6.00
3-9 ... 1.50
10 LEi SMa Mtnr rescue ... 1.50
11 LEi SMa Deradevil ... 1.50
12 LEi SMa D. Human Fly ... 1.50
13 FRe SMa Carl Ruslen ... 1.25
14 FRe SMa runaway blimp ... 1.25
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16-18 ... 1.25
19 LEi SMa finale issue ... 1.25

HUMAN TORCH

MARVEL (1974-1975)

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5 rep Strange Tales #105 ... 4.00
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THE HUNTRESS

DC COMICS

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2-15 JSo JCa ... 1.00
16 JSo JCa ... 1.25
17-18 JSo JCa Batman ... 1.25
19 JSo JCa Batman final issue ... 1.25

SERIES (1994-current)

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HYBRIDS

CONTINUITY

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GIVEAWAY

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2ND SERIES

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2 DW 2000 p10,1 Firebat,bagged w/cards,thermal chromatic cvr ... 2.50
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THE ORIGIN

2 D.Hybrids,cont nuit on from Renegades/Hybride Special #1 ... 2.50
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5 Hybrids vs Werebreds ... 2.50

3RD SERIES (1993-current)

1 Rise of Mag c Hi-lo ... 2.50
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3 R. of Magic Acolytes ... 2.50
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HYPERKIND

MARVEL (1993-current)

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2 PCu FBu ... 1.75
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5 PCu FBu ... 1.75
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MARVEL (1984-1985)

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3 AKe JDm X-Men ... 2.00
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ICON

DC COMICS (1993-current)

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IMAGE

IMAGE (1993)

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IMAGES OF SHADOWHAWK

IMAGE (1993-1994)

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IMMORTALS

MARVEL (1983-current)

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3 MBu NVi ... 1.75
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INCOMPLETE DEATH'S HEAD

MARVEL (1993-current)

1 ... 2.95
2-9 ... 1.75
10 GSe SFm Tuck vs Hub-Mechanic Fantastic Four ... 1.75

INCREDIBLE HULK

MARVEL (1962-current)

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2ND SERIES

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YOU MISSED

MANTRA #7 ... Doc Gross kidnaps Mantra. Prime saves her, he gets beat up by Doc Gross, and then Mantra saves him (whew).

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209 SBu LWe Absorbing Man 3.00
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344 1Mn FDe Betty B Hulk 6.50
345 1Mn dll sale 5.00
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352-368 2.00
369 2.00
360 2.00
361 Iron Man 2.00
362 363 2.00
364 Countdown begins 2.00
365 Countdown,p2,Fant, Four 2.00
366 p3 Leader 3.50
367 1st Dale Keown on Hulk,p4 15.00
368 SKi PDa vs Mr Hyde 8.50
369 DKe vs Freedom Force 6.00
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372 DKe R Green Hulk 14.00
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379 DKe 5.00
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385 DKe Inf. Gauntlet 5.00
386-389 DKe vs Satur 5.00
3ec DKe 1 Spookbreak AIDS story 5.00
389 4.00
390 DKe PDa War & Peace p1 X-Factor 4.00
391 DKe PDa p2,X-Factor 4.00
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ANNUAL 9-15 4.00
ANNUAL 16 Lifeform,p3 4.00
ANNUAL 17 2.00
ANNUAL 18 Kldla PDa Return of the Defenders p1 2.25
ANNUAL 19 KJv PDa 1 Lazarus hagged w/card 2.95
ASHCAN spec'l on Rick & Marie 0.75
GIANT SIZE 1 Rep rint 10.00

GROUND ZERO

TPB rep #40-345 12.95

HULK/THING BIG CHANGE

GN BWr JSI 5.95

FUTURE IMPERFECT (1992 1993)

1-2 GFk PDa Prestige Format 5.95

INCREDIBLE HULK AND WOLVERINE

MARVEL (1986)

1 rep Hulk #111-132 & Marvel Treasury Edition #26 10.00
2 2nd & 3rd JPF 9.95

INDIANA JONES

DARK HORSE

THE ARMS OF GOLD

1 LDu LMr in South America 2.50
2 LDu LMr 2.50
3 LDu LMr 2.50

THUNDER IN THE DIRT

1-5 OSu 2.50
6 DSp p1,p2,p3 Temple Fest issue 2.50

INFERIOR FIVE

DC COMICS (1967-1972)

1 40.00
2 22.00
3-12 12.00

INFINITY CRUSADE

MARVEL (1993)

1 RLJ JSI last ones in Infinity Trilogy The Gol Dess gold foil cvr 3.50
2 RLJ JSI pass all over Earth 2.50
3 RLJ JSI 2.50
4 RLJ JSI S. Surfer becomes war god against Gaddess 2.50
5 RLJ JSI Hulk becomes living metal unconverted vs com'd 2.50
6 RLJ JSI conclusion Warlock Fnf X-Tmens vs the Goddess 2.50

INFINITY GAUNTLET

MARVEL (1991)

1 GFe JSt Thanos 9.00
2 GFe JSt,h Adam Warlock 6.00
3 GPs JSt Heroes Assemble 5.00
4 RLJ JSt O Heroes 5.00
5 RLJ JSt Thanos vs Eternity 5.00
6 RLJ JSt Nebula vs Warlock 5.00
TPB reprints entire Gauntlet series 24.95

INFINITY INC.

DC COMICS (1984-1988)

1 JDr RTh 3.00
2-13 JDr RTh 2.25
14 TMc RTh 6.00
15-37 TMc RTh 2.75
38-49 RTh 1.50
50 RTh 3.00
51 RTh D Skyman 1.75
52-63 RTh 1.75
ANNUAL 1 4.50
ANNUAL 2 2.50

INFINITY WAR

MARVEL (1992)

1 RLJ JSI Magus Thanos 5.00
2 RLJ JSI O Magus Heroes vs Heroes 4.50
3-6 RLJ JSI 3.00

IN HIS STEPS

MARVEL

1 story of special town 9.99

INHUMANS

MARVEL (1975 1977)

1 GFe DMo Hinstar 8.00
2 GFe DMo Blastaar 4.00
3 GFe DMo 1 Shatterstar 3.50
4 GFe DMo Shatterstar 3.00
5 GKa DMo D Shatterstar 2.75
6-12 2.50
SPECIAL 1 FHr LMe vs Maximus 1.75
GN 7.95

INTERVIEW WITH THE VAMPIRE

INNOVATION (1992-1994)

1-4 CMe CWd 2.50
5-10 2.50
11 Louis plots revenge 2.50
12 Final issue 2.50

INVADERS

MARVEL (1975-1979)

1 FRe RTh Nazis 10.00
2-5 6.00
6-10 5.00
11 FRe RTh 1 Blue Bullet 5.00
12 FRe RTh 1 Spitfire 5.00
13 FRe RTh Mr America 5.00
14 FRe RTh 1 Crusaders 5.00
15 FRe RTh Crusaders 5.00
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17 FRe RTh 1 Warrior Woman 5.00
18 FRe RTh O The Destroyer 5.00
19 FRe RTh Hitler 5.00
20 FRe RTh 1 Union Jack II 7.00
21 FRe RTh O Union Jack II 4.00
22 JMo RTh O Toro Re-Intro Asbestos Lady 4.00
23 FRe RTh 1 Scarlet Scarab 4.00
24 FRe RTh 1 Scarlet Scarab 4.00
25 FRe RTh Scarlet Scarab 4.00
26 FRe RTh Q-Spitfire & Union Jack 4.00
27 FRe RTh Agent Axis 4.00
28 FRe RTh 1 Kid Commanders 4.00

Moon Knight's popularity would've gone kaput after Platt left, but just for good measure, Marvel killed MK in this ish

WIZARD PRICE GUIDE

29 AKu DGI 1 Teutonic Knight ... 4.00
30 AKu DGI Teutonic Knight ... 4.00
31 CSt DGI Frankenstein ... 4.00
32 AKu ITh Thor ... 4.00
33-41 ... 4.00
GIANT SIZE 1 FNo RTh 1 Invaders 7.25
ANNUAL 1 FNo RTh
Agent Axis Hitler ... 3.00

2ND SERIES (1993)

1 2 Re-intro WWII superteam ... 1.75
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4 Monster project secret revealed 1.75

INVASION!

DC COMICS (1988-1989)

1 TMc KG 1 LEGION ... 5.00
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3 BSe KGr Invaders defeated ... 3.25
SPECIAL 1 Day of Planet ... 2.50

IRON FIST

MARVEL (1975-1977)

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2-5 JBy ... 17.00
6 JBy D Misty Knight ... 10.00
7 JBy ... 9.00
8 JBy D Iron Fist ... 9.00
9-11 JBy ... 9.00
12 JBy vs Captain America ... 9.00
13 JBy ... 9.00
14 JBy CCI 1 Sabretooth ... 160.00
15 JBy X-Men ... 36.00

IRON MAN

MARVEL (1968-current)

1 GCr AGo AIM ... 355.00
2 JCr AGo Demon! shar ... 110.00
3 JCr AGo Happy Hogan becomes the Freak ... 90.00
4 JCr AGo Unicorn ... 75.00
5 GTu AGo ... 60.00
6 GTu AGo D Crusher ... 60.00
7 GTu AGo Jasper Sitwell, Gladiator ... 35.00
8 GTu AGo D Whitney Frost ... 35.00
9 GTu AGo Mandarin ... 35.00
10 GTu AGo Mandarin ... 35.00
11 GTu AGo Mandarin, Tony Stark LMD ... 35.00
12 GTu AGo 1 Controller ... 35.00
13 GTu AGo Controller ... 35.00
14 JCr AGo 1 Night Phantom ... 35.00
15 GTu AGo Red Ghost ... 35.00
16 GTu AGo Unicorn ... 25.00
17 GTu AGo 1 M Dias, 1 Madame Masque ... 25.00
18 GTu AGo Avengers ... 25.00
19 GTu AGo Midas ... 25.00
20 GTu AGo Lucifer ... 25.00
21 GTu AGo 1 Eddie March ... 20.00
22 GTu AGo Titanium Man, Crimson Dynamo ... 20.00
23 GTu AGo Mercenary ... 20.00
24 JCr AGo M D Mindblast ... 20.00
25 JCr AGo Sub-Mariner ... 15.00
26 DHe AGo Vail-Lam ... 15.00
27 DHe AGo 1 Firebrand ... 15.00
28 DHe AGo D Controller ... 15.00
29 DHe MGd Mysterion ... 15.00
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31 DHe ABr Smashers ... 15.00
32 GTu AB Mechanoid ... 15.00
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34 DHe ABr Spymaster ... 15.00

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53 GTu MFr D Raga, 1 Black Lama ... 10.00
54 GTu MFr 1 Mindstrangler, 1 SSAIC Thanos War begins ... 20.00
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56 JSt SGe 1 Fangor ... 22.00
57 GTu SGe D Mandarin ... 18.00
58 GTu SGe Mandarin Tony's heart I nelly heals ... 10.00
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65 GTu MFr D Dr. Spectrum, Eddie March wears the armor ... 8.00
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70 GTu MFr p2 Sunfire Ultimo ... 5.00
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73 KPo MFr Crimson Dynamo, Radioactive Man Titanium Man 7.00
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103 GTu BMa Jack of Hearts, Midas gains control of Stark Industries ... 5.00
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231 p7 New Armor ... 4.50
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ANNUAL 6 Eternals ... 5.00
ANNUAL 7 Avengers West Coast ... 5.00
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GIANT SIZE 1 reprints Tales of Suspense #48,57,58 ... 6.00

ARMOR WARS

TPB Reprints ... 12.95

CRASH (1988)

GN Computer-generated book ... 12.95

IRON MANUAL (1993)

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MANY ARMORS OF IRON MAN (1982)

TPB ... 15.95

POWER OF IRON MAN

TPB Reprints ... 7.95

IRON MAN AND THE SUBMARINER

MARVEL (1968)

1 AIM vs Mangar ... 150.00

ITCHY & SCRATCHY COMICS

BONGO (1994-current)

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3 ... 1.95

JASON GOES TO HELL

TOPPS (1993-1994)

1 AMa adaptation of Fri. The 13th part IX glow-in-dark cvr ... 2.95
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THE JETSONS

GOLD KEY (1963-1970)

1 TV show tie-in ... 150.00
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7 12 ... 65.00
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JOE R. LANSDALE'S BY BIZARRE HANDS

DARK HORSE (1994-current)

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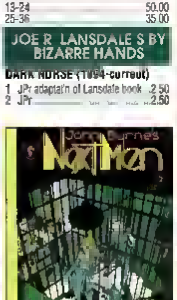

JOHN BYRNE'S NEXT MEN

DARK HORSE (1992-current)

0 reprints D.H. Prev. #54-57 ... 6.00
1 Jby Jby silver foil cover Escape From Prejacl Next Men ... 7.00
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DC COMICS (1977-1985)

1 35.00
2 15.00
3-6 10.00
7-8 O:Hex's facial disfigurement 12.00
9-12 10.00
13-18 7.00
19-24 4.00
25-40 3.50
41-60 3.00
61-91 2.00
92 final issue 2.00

TWO GUN MOJO (1993)

1 TT JLa Slow Go Smith 6.00
1A platinum edition 30.00
2-5 TT JLa 4.00

THE JOKER

DC COMICS (1975-1976)

1 INo DGn vs Two Face 20.00
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3 ECh DGn the Creeper 14.00
4 JLz EMa Green Arrow 10.00
5 INo MPa Royal Flush Gang 10.00
6 INo DGn Sherlock Holmes 12.00
7 INo EMa Lex Luthor 12.00
8 INo EMa Scarecrow 12.00
9 INo EMa Catwoman 12.00

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MARVEL (1952-1966)

1 1,000.00
2 425.00
3-4 375.00
5 325.00
6 300.00
7-12 250.00
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19-22 175.00
23-32 125.00
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84 (#2) JK SLe 550.00
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98 JK SLe I&O Cobra 75.00
99 I:Mr. Hyde 75.00
100 Mr. Hyde 75.00
101 55.00
102 I:Hela 65.00
103-106 55.00
107 I&O Grey Gargoyle 55.00
108 Loki 55.00
109 55.00
110 Cobra,Mr. Hyde 55.00
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112 Hulk 130.00
113 50.00
114 I&O Absorbing Man 50.00
115 O:Absorbing Man 70.00
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118 I:Destroyer 50.00
119 50.00
120-122 Absorbing Man 50.00
123 50.00
124 Hercules 50.00
125 Hercules 50.00
ANNUAL 1 I:Hercules 75.00
becomes Thor

SECOND SERIES (1972-1975)

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2 4.00
3-6 3.50
7-12 3.00
13-19 2.50

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EAGLE/QUALITY (1983-1986)

1 BBo JWg 11.00
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3-4 BBo JWg 7.50
5-10 JWg 7.50
11-20 4.00
21-32 3.00
33-35 published by Quality 3.00

CRIME FILES (1985-1986)

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50 2.50
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57-60 2.25
61 title changes to Judge Dredd Classics 1.95
62-77 1.95

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SC vs Black Widow 2.95

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SC vs robot judges 7.95

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BOOKS 1-2 vs Raptaur 2.95

TALE OF THE DEAD MAN

GN Dredd quits 6.95

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2 Halloween polybag,Porg card 4.00
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4 2.95
5 team ... Sabatrin's changed 2.95
6 discov's dark side of Sal's power 2.95
7 2.95
8 truth about Salubria revealed 2.95

JURASSIC PARK

TOPPS (1993)

1 GKa WS adaptation movie collector's edit'n bag w/3 cards 4.50
1A newsstand edit'n,Topps first newsstand comic 3.00
2 GKa WS Dir. Mkt edition bagged w/3 cards 3.25
2A newsstand edition w/o cards 2.50
3 GKa WSI T-Rex,Dir. Mkt. ed., bagged w/3 cards 2.95
3A newsstand ed.,w/o cards 2.50
4 GKa WSI dinos on the loose, Dir. Mkt. ed.,bagged w/4 cards 2.95
4A newsstand,w/o cards 2.50

RAPTOR (1993)

1 bagged w/cards 2.95
2 bagged w/cards 2.95

RAPTORS ATTACK!

1 AGi SEn young raptrs on mainl'd 2.50
2 AGi SEn 2.50
3 AGi SEn raptors loose in jungle 2.50

JUSTICE LEAGUE

DC COMICS (1987)

1 KGr KGi I:Maxwell Lord 12.00
2 KGi KGr I:Booster Gold, Blue Jay Silver Sorceress & Wandjina 10.00
3 KGi KGi Rocket Reds 7.00
3A foil logo 35.00
4 KMa KGi Royal Flush Gang J:Booster Gold 6.00
5 KMa KGi G. Gardner vs Batman 5.00
6 KMa KGr M Manhunter vs Capt. Marvel Gray Man 5.00
ANNUAL 1 DGi KGi vs plague 5.50
SPECTACULAR 1 1.50
becomes Justice League International (1st)

JUSTICE LEAGUE AMERICA

DC COMICS

previously Justice League International (1st)

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28 MMx KG Fire's new powers, Guy & Ice's first date 2.00
29 TTe KGi Dr Fate,Beetle cured 2.00
30 J:Huntress 2.00
31 AHu KG new costumes for Fire & Ice Dr Fate,Spectre,Teasdale Imperative p1,JLE 3.50
32 AHu KG p3,JLE vs Gray Man 3.50
33 AHu KG Kilowog,Aquaman I:Kooey Kooey Kooey 3.00
34 AHu KG Aquaman Injustice League Club JLA 3.00
35 AHu KG I:Cat,Aquaman 3.00
36 AHu KG I:Mr Nebula, I:Scarlet Skier 2.00
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76 secrets of Bloodwynd/J'Jonzz 1.25
77 MCn DJu 1.25
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ANNUAL 6 Eclipso 2.50
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JUSTICE LEAGUE BOOKS

DC COMICS

A NEW BEGINNING

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JUSTICE LEAGUE ARCHIVES

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2 HC reprints JLA (2nd) #7-14 39.95

SECRET GOSPEL OF MAXWELL LORD

TPB rep.JLI #9-12,JLI Ann #1 12.95

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8 BSe KGi p4,JLA Power Girl hurt 3.50
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Night Thrasher #10... Night Thrasher shames Iron Man into helping him

WIZARD PRICE GUIDE

JUSTICE LEAGUE EUROPE #25

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38 Deconstructo ... 1.50
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DC COMICS

previously Justice League

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2ND SERIES (1993 current)

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56 League ambushed in HD ... 1.25
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QUARTERLY

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SPECIAL (1990-1991)

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DC COMICS (1960-1987)

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3 MSe GFo 1 Kanjar Ro ... 425.00
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5 MSe GFo 1 Dr. Destiny ... 225.00
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12 MSe GFo 1 Doctor Light ... 125.00
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19 MSe GFo duplicate JLA ... 90.00
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21 MSe GFo 1 Black Canary I, 1 Dr Fate 1 Hourman ... 200.00
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23 MSe GFo 1 Queen Bee ... 50.00
24 MSe GFo Adam Strange ... 50.00
25 MSe GFo 1 Draad ... 50.00
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27 MSe GFo Amazo ... 50.00
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29 MSe GFo 1 Crime Syndicate of America,1 Earth-3 ... 55.00
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81 DCr DNe Norch Lor defeated ... 5.00
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89 DCr MFr Black Canary story ... 5.00
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105 DD LWe J Elongated Man ... 4.00
106 DDi LWe O&J Red Tornado ... 4.00
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181 DDi GCy D Green Arrow ... 3.00
182 DDi GCy Felix Faust ... 3.00
183 DD GCy JSA,New Gods ... 2.00
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185 GPe GCy Darkseid defeated ... 2.00
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190 RBu GCy Starro defeated ... 2.00
191 RBu GCy Amazo ... 3.00
192 GPe GCy O Red Tornado ... 2.00
193 RBu PTh 1 All Star Squadron ... 2.00
194 GPe GCy 1 the Tarot ... 2.00
195 GPe GCy JSA Secret Society of Super Villains ... 2.00

A YOU'N SEE?
Ninjak #3... Colin King bumps into (a very big) Bloodshot, and goes to Japan to rescue Michiko Okubo. (And hey we'll miss you Joe.)

JUSTICE LEAGUE OF AMERICA #75

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219 KTh GCy JSA 1.75
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221 CPa GCy Ant-men 1.75
222 CPa GCy O Ant-men 1.75
223 CPa GCy O Ant-men 1.75
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226 CPa JCa Hellraiser 1.75
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228 GTu JCa B M Manhunter 1.75
229 AKu JCa Mers invades 1.75
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JUSTICE LEAGUE TASK FORCE

DC COMICS (1993-current)

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2 Tyranny Gun p2 1.75
3 SVe GMi p3 vs Bill 1.50
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5 Knightquest The Search p1 G Arrow Gypsy, Tigre join B Wayne in search for Robin's aid 2.50
6 Knightquest The Search p3 vs Sarto Frisco underw 2.00
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JUSTICE SOCIETY OF AMERICA

DC COMICS (1991)

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REGULAR SERIES (1992-1993)

1-10 Mini LSz 1.25

KAMANDI

DC COMICS (1972-1978)

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2 JKi 14.00
3-6 JKi 12.00
7-12 JKi 9.00
13-24 JKi 6.00
25-31 JKi 3.00
32 JKi size JKi 4.00
33-40 JKi 3.00
41-54 3.00
55 Jim Starlin art 5.00

KAMANDI AT EARTH'S END

DC COMICS (1993)

1 FGo TVe Elsewhere mini-series 1.75
2-4 1.75
5 FGo TVe Kamandi & ancient Superman vs Mother Machine 1.75
6 FGo TVe 1.75

KA-ZAR

MARVEL (1970-1971)

1 rep Daredevil #10 Uncanny X-Men #24 11.00
2 G In JSg Angel, rep DD #12 13 3.00
3 rep Amazing Spider-Man #57 3.00

2ND SERIES (1974-1977)

1 20 2.00

3RD SERIES (1981-1984)

1-34 2.00

GUNS OF THE SAVAGE LAND

GN New Savage Land 5.95

KID ETERNITY

DC COMICS (1991)

1 DFe GMo D Kid Eternity 6.00
2 DFe GMo D Kid Eternity 6.00
3 DFe GMo D Kid Eternity 6.00

2ND SERIES (1993-current)

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6 SPi ANo enters TV airwaves 1.95
7 SSc ANo Fatima's party 1.95
8 SSc ANo 1.95
9 SSc ANo escape from asylum 1.95
10 SSc ANo 1.95
11 SSc ANo encounters new drug 1.95
12 SSc ANo vs Tekla & Jackson 1.95
13 SSc ANo quest for normalcy 1.95
14 SPi ANo quest for 5 evil men 1.95

KILLER INSTINCT

IMAGE

1 1st Book,unsigned 6.00
1A signed by artist/writers 45.00

KILLFRENZY

MARVEL

1 1 Killfrenzy 1.95
2 mad rush for Castle Madspike 1.95

KILLPOWER: THE EARLY YEARS

MARVEL (1993)

1 CNo MWi foil-enhanced cover 2.25
2 CNo MWo Continuum,Genetix 1.75
3-9 1.75

KINDRED

IMAGE

1 SW JLe/BCh secrets &Jed Crater & Sackbash revealed,w/ card 2.50
2 SW JLe/BCh island Mountants 1.95

KING ARTHUR & THE KNIGHTS OF JUSTICE

MARVEL (1993-1994)

1 new K. Arthur humor series 1.25
2-5 1.25

KING CONAN

MARVEL (1980-1983)

1 JRn 3.00
2-11 2.50
12-19 2.25
becomes Conan The King

KITTY PRYDE AND WOLVERINE

MARVEL (1984-1985)

1 AM CCi off to Japan 7.50
2 AMr CCi Ninja Kitty 7.50
3 AMr CCi Wolvie vs Kitty 5.00
4 AMr CCi honor restored 5.00
5 AM CC Kitty vs Ogun 5.00
6 AM CC Wolv vs Ogun 5.00

KNIGHTHAWK THE PROTECTOR

CONTINUITY

1 NAd 1 Knighthawk 2.50
2 NAd part of KH's origin revealed 2.50
3 NAd 2.50

KOBALT

DC COMICS (1994 current)

1 Kobalt takes son as sidekick 1.75

KREE-SKRULL WAR

MARVEL (1983)

1 reprints Avengers #93-94 3.50
2 reprints Avengers #95-97 3.50

KRYPTON CHRONICLES

DC COMICS (1981)

1 CSw EB pre-Crisis history 1.50
2 CSw EB revolt on Krypton 1.25
3 CSw EB Supergirl 1.25

KULL

MARVEL (1971-1978)

1 5.00
2-10 3.50
11-20 3.00

2ND SERIES (1982-1983)

1-2 2.50

3RD SERIES (1983-1985)

1 1.25
2-10 1.00

LADY DEATH

CHAOS! COMICS (1994 current)

1 Shu BPu LDs early years w/Evil Ernie,chromium cvr 6.50
2 Shu BPu enormous humanity 2.75
3 Shu BPu requires valhalla 2.75

LAST AMERICAN

MARVEL (1990-1991)

1 MMh AGr post WWIII 2.75
2 MMh AGr New York 2.50
3 MMh AGr Despair 2.50
4 MMh AGr new hope 2.25

LAST DAYS OF THE JUSTICE SOCIETY

DC COMICS (1986)

1 BRo RTh 3.00

THE LAST ONE

DC COMICS (1993)

1 DSw JOm 1 Myrwann 2.50
2 DSw JOm flashback to 1920's 2.50
3 DSw JOm 2.50
4 DSw JOm Myrwann saint in a Victorian era 2.50
5 DSw JOm 2.50
6 DSw JOm Myrwann's struggle 2.50

LAWDOG

MARVEL (1993-1994)

1 FHy CDi 1 Lawdog, Lima 2.50
2-5 1.95
6 vs Dr Freen & the Cleanses 1.95
7 1.95
8 w/ Heavy Hitters cameo 1.95
9-13 1.95

LAWDOG vs GRIMROD (1993)

1 one-shot w/card 3.50

LAW OF DREDD

FLEETWAY/QUALITY

1 3.00
2 2.50
3-26 2.25
29-32 2.00
33 1.95

LEGACY

MAJESTIC (1993 current)

1 enhanced cover 2.50
2 2.50
3 heroes sent to Ventnor Island 2.50
4 SPr Legacy must secret be held 2.50
5 Lunar Battle,p1 2.50
6 Lunar Battle,p2 2.50

LEGENDS

DC COMICS (1986-1987)

1 JBy JOs 3.00
2 JBy JOs 2.50
3 JBy JOs 1 Suicide Squad 2.00
4 JBy JOs 2.00
5 JBy JOs 2.00
6 JBy JOs 1 New JLA 5.00
1-6 reprints minis as as

LEGENDS OF THE DARK KNIGHT

DC COMICS (1989-current)

1A EHa DOn Shaman p1 O Batman yellow cover 6.00
1B blue cover 6.00
1C orange cover 6.00
1D pink cover 6.00
2 EHa DOn p2 Cult of Chubata 3.75
3 EHa DOn p3 vs Cult 3.00
4 EHa DOn p4 Manor attacked 3.00
5 EHa DOn p5 D Cult 2.25
6 KJa GMo Gothic, p1 1 M Whisper 3.50
7 KJa GMo p2 O Bruce Wayne 2.75
8 KJa GMo p3 O Mr. Whisper 2.75
9 KJa GMo p4 vs Mr. Whisper 2.75
10 KJa GMo p5 O Mr Whisper 2.25
11 PGn DMc Prey, p1 Catwoman vs Hugo Strange 5.00
12 PGn DMc p2 Catwoman 4.25
13 PGn DMc p3 vs Catwoman, 1 N gat Scourge 4.00
14 PGn DMc p4 Catwoman Batman drugged 3.25
15 PGn DMc p5 O Night Scourge, Catwoman Hugo Strange discredited 3.00
16 RBr DOn Venom p1 Batman takes m nd-altering steroids 10.00
17 RBr DOn p2 Batman addicted 10.00
18 RBr DOn p3 goes cold turkey 10.00
19 RBr DOn p4 vs Slaycroft 10.00
20 RBr DOn p5,D Slaycroft 10.00
21 BSe MWb Fa th p1 2.00
22 BSe MWb p2 Batman cult 2.00
23 BSe MWb p3 2.00
24-27 2.00
28 MWs MWs Faces p1 Two-Face 2.00

WIZARD PRICE GUIDE

29 MWa MWa p2 Two-Face ... 2.00
30 MWa MWa p3 Two-Face ... 2.00
31 BAn JHu Alfred kidnapped ... 2.00
32 TSa JRo Blades p1 1 Master Lime 1 Cavalier ... 2.00
33 TSa JRo p2 Master Lime ... 2.00
34 TSa JRo p3 vs Cavalier ... 1.75
35-45 ... 1.75
46 RHe DMo Heat p1 Catwoman Catman ... 1.75
47 RHe DMo p2 Catwoman vs Catman ... 1.75
48 RHe DMo p3 vs Catman ... 1.75
49 RHe DMo p4 vs Catman ... 1.75
50 BRI DOn early encounter w/Joker pin-up gallery by vid's artists full-end cvr double sz ... 5.00
51-53 ... 1.75
54 MMr ... 1.75
55 MMh CDr Watchtower p1 ... 1.75
56 MMh CDr Watchtower p2 ... 1.75
57 MMh CDr Watchtower p3 ... 1.75
58 teams w/Gordon vs Immortals ... 1.75
59 Quarry p1 KQ The Search ... 1.75
60 Quarry p2 ... 1.75
61 Bruce captured by Joker ... 1.75
ANNUAL 1 JAg/KGi DOn Joker ... 3.95
HALLOWN SPECIAL 1 rdm-cul cvr vs Scarecrow ... 5.95

COLLECTED LEGENDS OF THE DARK KNIGHT

SC reprints popular story arcs ... 12.95

GOTHIC

TPB rep #5-10 ... 12.95

PREY

TPB rep #11 15 ... 12.95

SHAMAN

TPB rep LODK #1 5 ... 12.95

VENOM

TPB rep LODK #16 20 ... 12.95

LEGENDS OF THE WORLD'S FINEST

DC COMICS (1994 current)

1 DBn WSt Superman & Batman team up in f-embossed cvr FF ... 4.95
2 DBn WSt vs Tullus,S Banshee ... 4.95
3 DBn WS R n p-leaves both men ... 4.95

LEGION

DC COMICS (1989 current)

LEGION '89

1 BKI KGi vs Colu ... 5.00
2 BKI KGi Colin freed ... 4.00
3 BKI KGi Lobo vs Stam (the human form of Colu's computers) ... 5.00
4 BKI KGi vs Lobo Strata's body cracked ... 4.75
5 BKI KGi J Lobo ... 4.75
6 BK KGi Carn D-Jek's father ... 4.75
7 BK KGi Stealth kills Vril Dox, Stealth revealed to be pregnant ... 4.75
8 BK KGi 1 Marvin Lobo loses power to replicate Lyssa Mallor becomes leader of LEGION ... 4.50
9 BKI KGi 1 Phase ... 4.00
10 BKI KGi R Dox Lobo vs Dox ... 4.00

LEGION '90

11 BKI KGi Emerald Eye Starr conquers Talok ... 3.75
12 BKI KGi Eye joins w th Bek ... 3.50
13 BKI KGi 1 Lydea Mallor Lady Quark,LEGION vs Eye ... 3.75

LEGION '91 #31

14 BKI KGi Lydea tortured 1 Dragon Ra (cameo) ... 4.00
15 BK KGi 1 Telepath Rek Insane Lydea Mallor now called Lyssa Darkstar 1 Dragon Ra (full) ... 4.00
16 BK KGi Lobo vs Dragon Ra, Lady Quark,Captain Comet, 1 Valor ... 3.75
17 JFe AGr ... 3.50
18 JFe AGr ... 3.25
19 JFe AGr ... 3.00
20 JFe AGr ... 2.50
21 JFe AGr D-Lyssa Mallor ... 3.00
22 JFe AGr LEGION vs Starr ... 2.25

LEGION '91

23 JFe AGr D-J Brainiac ... 2.25
24 RPr ... 2.50
25 BKi AGr Lobo vs Khunds ... 2.25
26 BKi AGr LEGION vs Khunds ... 2.25
27 BKi AGr Comet & Manyin in Inner Stealth m Inbor ... 2.25
28 KG KG Stealth gives birth ... 2.25
29 BKi AGr J Captain Comet ... 2.25
30 BKi AGr R Stealth ... 2.25
31 BKi AGr War of the Gods Capta n Marvel vs Lobo ... 2.25
32-34 BK AGr ... 2.25

LEGION '92

35 BKi AGr Capta n Comet vs Dox 1 Honzin Dark 3 team ... 2.00
36 BKi AGr R Lobo Max G ldd ... 2.00
37 BKi AGr HD invaded ... 2.00
38 LMi AGr Lobo vs Iceman ... 2.25
39 BKi AGr vs Max G ldd ... 2.00
40 BKi ... 2.00
41 BKi ... 2.00
42 BKi murder mystery ... 2.00
43 BKi Yellow-Beta ... 1.75
44-45 BKi ... 1.50
46 Hal Jordan ... 1.50

LEGION '93

47 BKi Lobo vs. H Jordan ... 1.50
48 BKi ... 1.75
49 BK MWd D Stealth ... 1.75
50 BK MWd vs Ignea ... 3.50
51 54 BKi MWd ... 1.75
55 BKi MWd Lydea vs Shadow Beast ... 1.75
56 BKi MWd The Masked Avenger ... 1.75
57 BKi MWd Trinity p3 G Lantern ... 1.75
58 BKi MWd Trinity pc Darkstars vs GL Corps,O Triarch ... 1.75
59 BK MWs ... 1.75
60 MWd vs Phantom Riders Phase becomes traitor ... 1.75
61 MWd Dox's party ... 1.75

LEGION '94

62 mystery at Dox's Stealth's child revealed ... 1.75
63 Lobo's pal Superman ... 1.75
64 Mr. R experiments on Stealth ... 1.75
65 vs Brainiac Stealth changes ... 1.75
66 Stealth develops secret ID ... 1.75
67 ... 1.75

ANNUALS

ANNUAL 1 Superman X-over ... 4.50
ANNUAL 2 MMk AGr Arm 2001 LEGION '01 D,LEGION ... 2.95
ANNUAL 3 Col pst ... 2.95
ANNUAL 4 Brainiac s,p23 1 Pax ... 3.50

LEGIONNAIRES

DC (1992 current)

1-3 CSp TIm/MSm ... 1.25
4 CSp TIm/MSm vs Emerald Empress ... 1.25
5 CSp TIm/MSm Fatal 5 reborn ... 1.25
6 CSp TIm/MSm vs Fatal Five ... 1.25
7 ANu TIm/MSm in Atlantis Dome ... 1.25
8 CDa TIm/MSm ... 1.25
9 TIm/MSm Kid Quantum ... 1.25
10 1 Bm/MSm Kid Psycho Kono ... 1.50
11 1 Bm/MSm Kid Quantum ... 1.50
12 TIm/MSm K Psycho Live Wire vs Saturn Girl ... 1.50
13 FFr TIm/MSm Cos Boy's late ... 1.50
14 TIm/MSm vs Atchdukes ... 1.50
15 TIm/MSm Inferno vs girlfriend ... 1.50

LEGIONNAIRES 3

DC COMICS (1996)

1 ECo KGi Saturn Girl Gravitin Bay and Lightning Lad ... 3.75
2 ECo KGi vs Time Trapper ... 3.00
3 ECo KGi vs Time Trapper ... 3.00
4 ECo KGi vs Time Trapper ... 2.75

LEGION OF SUBSTITUTE HEROES

DC COMICS (1985)

1 KG PLe ... 1.50

LEGION OF SUPER-HEROES

DC COMICS (1973)

1 ... 5.00
2-3 ... 3.00
4 ... 2.75

2ND SERIES (1980 1984)
previously Superboy and the L.O.S.H

256 ... 5.50
260-270 ... 3.25
271-284 ... 1.75
285 286 ... 3.50
287 KG ... 5.00
288-294 KGi PLe ... 3.00
295-299 KGi PLe ... 1.25
300 KGi PLe ... 3.00
301-313 KGi PLe ... 1.25
ANNUAL 1 ... 2.50
ANNUAL 2-3 ... 2.25
becomes Tales of the L.O.S.H

3RD SERIES (BAXTEN)
(1984 1989)

1 KGr PLe Leg of Super Villains ... 4.00
2 KGr PLe vs Legion of SVs ... 2.00
3 SLi PLe vs Legion of SVs ... 2.00
4 SLi PLe D Karate Kid ... 2.00
5 SLi PLe D Nemesis Kid ... 2.00
6-11 SLi PLe ... 2.00
12 SLi PLe Superboy ... 2.00
13 SLi PLe ... 2.00
14 SLi PLe 1 S J Sensor Girl Quisler ... 2.00
15 GLu PLe ... 2.00
16 Crisis ... 2.00
17 O Legion ... 2.00
18 Crisis ... 2.00
19-20 ... 2.00
21-22 ... 1.75
23 Superboy ... 1.75
24 Fatal Five ... 1.75
25 R Sensor Girl ... 1.75
26 D Sensor Girl ... 1.75
27 ... 1.75
28 ... 1.75
29 vs Starfinger ... 1.75
30 O Rond Vidar ... 1.75
31 ... 1.75
32-35 The Universe Project ... 1.75
36 GLu PLe R Cosmic Boy ... 1.75
37 GLu PLe Superboy ... 10.00
38 GLu PLe D Superboy ... 15.00
39 GLu PLe D Colossal Boy ... 1.75
40 GLu PLe 1 new Starfinger ... 1.75
41 GLu PLe ... 1.75
42-43 GLu PLe Millennium vs Laurel Kent ... 1.75
44 GLu PLe D Quisler ... 1.75
45 GLu PLe Conspiracy 30th anniv ... 3.00
46-49 GLu PLe Conspiracy ... 1.75
50 KGr PLe D Time Trapper ... 2.50
51 55 KGi PLe ... 1.75
57 58 KGi PLe vs Emer Empress ... 1.75
59 KGr PLe ... 1.75
60-61 KGi PLe Magic Wars ... 1.75
62 KGr PLe D Magnet c Kid ... 1.75
63 KGr PLe final issue ... 1.75
ANNUAL 1 Who Shot Laurel Kent? ... 3.00
ANNUAL 2-3 ... 2.75

4TH SERIES (1996 current)

1 KGi TIm/MSm R Cosmic Boy ... 3.00
2 KG TIm/MSm R Ultra Boy 1 Reno ... 2.50
3-5 KGi TIm/MSm ... 2.50
6 KGr TIm/MSm 1 Laurel Gand ... 2.25
7 KGr TIm/MSm ... 2.25
8 KGr TIm/MSm O Legion ... 2.50
9 KGr TIm/MSm D L Gand ... 2.50
10-11 KG TIm/MSm ... 2.50
12 KGr TIm/MSm 1K Shakespeare ... 2.50
13-20 KG TIm/MSm ... 2.25
21-24 KGi TIm/MSm Quiet Darkness p1 Lo Darkseid ... 2.25
25 DAb TIm/MSm R old LOSH ... 2.25
26 JPn KGi vs BION ... 2.00
27 JPn KGi BION ... 2.00
28 JPn KGi D Sun Boy ... 2.00
29 JPn KG 1 Monica Sells ... 2.00
30 JPn KGs Subs ... 2.00
31 JPn KGr Terra Mosaic Shrouqhn changes gender ... 1.75

The Fact is... The Fact go around fighting and stuff and then Youngblood shows up at the end to kick their butts.

32-33 ..... 1.75
34 R.Sun Bay T. Well preview 1.75
35 ..... 1.75
36 J.Ts TBm Sale lefts Bounty 1.75
37 JPs TBm/MBm 1.75
38 JPs KGi Earth blows up 1.75
39 SBm TBm/MBm 1 New Earth 1.75
40 SBm TBm/MBm 1.75
41 CSp TBm/MBm 1.75
42-44 ..... 1.75
45-47 SBm TBm/MBm vs Mordru & resurrected heroes 1.75
48 Mysa vs Mordru 1.75
49 Matter Eater Lad story vs Ev Ile 1.75
50 TBm/MBm two stories vs B.J.O.N. double-sized 3.50
51 SBm TMw R.K. Shakespeare 1.75
52 SBm TMw spotlight on T. Wolf 1.75
53 SBm TMw new dir'n vs Grindlin 1.75
54 SBm TMw team goes underground die-cut foil-stamped cvr 2.95
55 SBm TMw vs Science Police 1.75
56 SBm TMw R Espionage Squad 1.75
57 SBm TMw vs United Planets Academy Khund Leg conquerors 1.75
58 SBm TMw Weber's World war 1.75
ANNUAL 1 ..... 3.50
ANNUAL 2 ..... 3.50
ANNUAL 3 BPe TBm new T-mber Wolf moth about Lightning Lad 3.50
ANNUAL 4 SBm TBm/MBm Bloodlines p12 1 Jammin 3.50
ANNUAL 5 Elsewhorlds tale 3.50

GREAT DARKNESS SAGA (1993)

TPB rep #290-294 Ann #2 ..... 17.95

LEGION ARCHIVES

1 HC reprints 39.95
2 HC reprints 39.95
3 HC reprints 39.95

LEGION OF THE NIGHT

MARVEL (1991)

1 WFo SGe 1 Legion 5.00
2 WFo SGe Evil Force Fiorm 5.00

LEONARDO

MIRAGE (1986)

1 ..... 11.00

LETHAL FOES OF SPIDER-MAN

MARVEL (1993)

1 DFi vs Dr. Octopus, several others 1.75
2 DFi Dr. Octopus Vulture Answer 1.75
3 DFi vs Dr. Octopus Boomerang Answer Hardshell others 1.75
4 DFi Doc Ock others Final issue 1.75

LETHARGIC COMICS

ALPHA PRODUCTIONS

1 Regional the Lethargic Lads 2.50

LITA FORD

ROCK IT COMICS (1993)

1 ..... 3.95

LOBO

DC COMICS (1990-1991)

1 SBi AGr 1 Ms Tubb 6.50
1A 2nd Print 3.50
2 SBi AGr chainsaws 5.50
3 SBi AGr spelling bee 5.50
4 SBi AGr D Me Tubb 5.50
TPB reprints #1-4 sketch and pin-up pages 9.95

SERIES (1993 current)

1 foil-embossed T pack cover 3.25
2 vs Council of Dons 1.75
3 ..... 1.75
4 vs Kamikaze Silicon Bullets 1.75
5 tries to bring in Bluthound 1.75
6 rides w/Him across space 1.75

A CONTRACT ON GAWD

1-2 KDw AGr 1.75
3 KDw AGr 1.75

BLAZING CHAIN OF LOVE (1992)

1 DCw KGi AGr 1.50

CONVENTION SPECIAL (1993)

1 KGi Does a comic book cover 1.75

GREATEST HITS

TPB reprints 12.95

INFANTICIDE (1992-1993)

1-4 KGi AGr 1.50

LOBOCOP (1994)

1 MEm AGr subject of experiment 1.95

PARAMILITARY X-MAS SPECIAL (1991)

1 KGi Sim Lobo vs Santa 2.95

PORTRAIT OF A VICTIM (1993)

1 ..... 1.75

SLIPCASE PACKAGE

set of three books 29.97

LOBO'S BACK

DC COMICS (1992)

1 SBi KGi D Lobo 1 Lobo 3 covers 3.00
2 SBi KGi Lobo's a woman 2.00
3 SBi KGi Lobo's a squirrel 1.50
4 SBi KGr 1.50

LOBO'S BACK'S BACK (1993)

TPB reprints entire miniseries, die-cut cover by GFr 9.95

LOBO UNAMERICAN GLADIATORS

DC COMICS (1993)

1-4 reprints in Lobo Camo 1.75

LOGAN'S RUN

MARVEL (1977)

1 GPa 1.25
2-5 GPa 1.25
6 MZe Thanos & Drax 20.00
7 GPa 1.25

LONE WOLF AND CUB

FIRST (1987-1990)

1-2 FM covers 7.00
3-10 FM covers 4.00
11-41 ..... 3.00
42-47 ..... 3.50

LONGSHOT

MARVEL (1985-1986)

1 AAd ANe 1 Longshot 13.00
2 AAd ANe 1 Ricochet Rita 10.00
3 AAd ANe 1 Mojo 1 Spiral 9.00
4 AAd ANe Spider Man 9.00
5 AAd ANe 1 Quark 8.00
6 AAd ANe Mojo double sz 10.00
TPB reprints #1-6 ..... 16.95

LOONEY TUNES

DC COMICS (1994 current)

1 adven s of Warner Bros char's 1.50
2 Kings vs Daffy 1.50
3 wild baseball game 1.50

LOOSE CANNONS

MARVEL

1 MHn DAI female wing of Warhawks Death's Head II 2.50
2 MHn DAI on host to world 2.50
3 MHn DAI 2.75

LOST IN SPACE

INNOVATION (1991-1993)

1 ..... 3.50
2-5 ..... 2.75
6 JGc TCo strength in unity 2.50
7 DDu/DDy MGe Don's Dilemma 2.50
8-12 ..... 2.50

PROJECT ROBINSON (1993-current)

1 Maureen Robinson 2.50
2 Prof. John Robinson 2.50

ARRIVAL

1 Robinsons reach Alpha Centauri flagged w/a die cut stock cover w/gold foil stamped logo poster 4.95
1A regular edition hagged w/card silver foil-stamped cover 2.95
2 MDu BMm 2.50
3 MDu BMm crew split into 3 teams 2.50

MACHINE MAN

MARVEL (1978-1981)

1 ..... 2.50
2-17 ..... 1.50
18 A Little Flight 4.00
19 1 Jack = Lantern (Gator becomes Hobgoblin II) 19.00

MINI-SERIES (1984-1987)

1 HTr SBm TDe 2.50
2 BSm TPrm Man 2020 (camio) 3.00
3 BSm 1 Iron Man 2020 (full) 4.00
4 BSm TDe vs Iron Man 2020 ..... 2.00

MACK BOLAN THE EXECUTIONER

INNOVATION (1993 current)

1 DPd/LFe 1 Mack Bolan black cover cover w/red foil enhancement JJo pastier 3.95
1A Kimdura/Tyvek cover w/metallic ink logo 3.50
1B cardstock cover by JJo w/gold & red foil logo 2.95
2 DPd/LFe Bolan returns home 2.50
3 DPd/LFe 2.50
4 DPd/LFe Battle w/Mafia ends 2.50
5 DPd/LFe 2.50
6 DPd/LFe in Southern California 2.50
7 DPd/LFe 2.50
8 DPd/LFe vs D George family 2.50

MAD DOG

MARVEL (1993 current)

1-5 from CBS TV show Bob Hope pick w/boths depict MD 1.25

MADMAN

TUNDRA (1992)

1 MAd 6.50
2 MAd 5.00
2A 2nd printing 3.95
3 MAd 4.50

THE ODDITY ODYSSEY

SC reprints issues #1-3 spot varnish ..... with comics 9.95

MADMAN ADVENTURES

TUNDRA (1993)

1 MAd 4.50
2 MAd 3.50
3 MA 2.95

MADMAN COMICS

DARK HORSE (1994 current)

1 MA vs the Ravers 2.95

MAGE

COMICO (1984-1986)

1 MWa 11.00
2 MWa 6.00
3-5 MWa 5.00
6 MWa Cathar Grendel 15.00
7 MWa 7.00
8-14 MWa 4.00
15 MWa 5.50

MAGIK

MARVEL (1983-1984)

1 JBu CCI Illyana n t mlio 2.75
2 RFr CCI Dewi Nightcrawler 2.25
3 RFr CCI New Mutants 2.25
4 RFr CCI Belasco defeated 2.25

MAGNETO

MARVEL (1996)

0 Gateway regular edition 5.00
0A Gold Edition 45.00
0B Platinum Edition 45.00

MAGNUS ROBOT FIGHTER

GOLD KEY (1963-1977)

1 1.80 Magnus 300.00
2 ..... 140.00
3-4 ..... 110.00
5-6 ..... 80.00
7-12 ..... 60.00
13-21 ..... 45.00
22 reprints origin 45.00
23-24 ..... 45.00
25-28 ..... 30.00
29-46 reprints 15.00

MAGNUS ROBOT FIGHTER

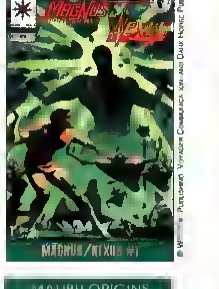
VALIANT (1991-current)

0 PCu JSh trading card, semi-away version, Collegiate Rob 80.00
0A available in stores w/o card 30.00
0B LaB JSh Steel Nation p1 ..... 30.00
1 ..... 17.50
1A coupon cut out 17.50
2 LaB JSh S Nation p2 ..... 25.00
2A coupon cut out 13.50
3 LaB JSh S Nation p3 ..... 20.00
3A coupon cut out 10.00
4 LaB JSh S Nation p4 final 15.00
4A coupon cut out 9.00
5 LaB JSh 1 Rai 24.00
5A coupon cut out 15.00
6 LaB JSh 15.00
6A coupon cut out 7.50
7 LaB JSh 1 X Dainrot 11.00
7A coupon cut out 7.50
8 ..... 11.00
8A coupon cut out 7.00
9 ECo LHi Xyrkel Trilogy p1 ..... 7.00
10 MMe DMi prises Xyrkel 7.00
11 MMo JSh p3 pardoned 7.00
12 GMa FPe 1 Turok (Valiant version) giant size 75.00
13 ECo JSh Asylum Sage p1 ..... 4.00
14 ECo JSh D Grand One 4.00
15 ECo RSt Unity vs Talpa 4.00
16 Unity ch12 ..... 4.00
17 vs Talpa 4.00
18 R Mekman 4.00
19 vs Synchrome 4.00
20 ECo FPr Magnus youth 4.00
21 JSk JOs new direction 6.00
21A Gold 40.00
22 JSk JOs Magnus vs Malevs 3.00
23 JSk JOs Magnus vs Malevs 2.25
24 JSk/RGr JOs 1 Rai and the Future Force 2.25
25 JSk JOs silver foil cover new costume 2.95
26 JCI JOs Tales of Magnus 2.25
27 JSk JOs Malev slave labor camp 2.25
28 JCI JOs 2.25
29 JCI JOs Eternal Warrior 2.25
30 JCI JOs Ra & Future Force 2.25
31 JCI JOs Battle of South Am p4 ..... 2.25
32 JCI JOs Battle concludes 2.25
33 JCI JOs Ivar the Timewalker 2.25
34 JCI JOs vs Malevs for Australia 2.25
35 JCI JOs Malev War continues 2.25
36 JCI Leg goes into labor Valiant Ed II card 2.25
37 The JCI The Last Day p1 final assault on Malev Emperor 2.25
38 The JCI sees has another son 2.25

MAGNUS ROBOT FIGHTER/NEXUS

VALIANT/DARK NDRSE (1993-current)

1 SRu MBo Val/DK Horse x over 3.25
2 SRu MBo fight to free North Am 2.95



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MALIBU ORIGINS

MALIBU

1 spotlight on Ultraverse books 0.99

WIZARD PRICE GUIDE

MAN-BAT

DC COMICS (1975-1976)

1 Batman ... 6.00
2 Batman ... 5.00
SPECIAL 1 vs Batman ... 3.75

MAN OF STEEL

DC COMICS (1986)

1 Jby J Jby full figure cover
1A 0 post Crisis Superman ... 4.00
1A Jby Jby chest shot cover ... 4.00
2 Jby J by 1 new Lois Lane ... 1.75
3 Jby J by Batman ... 1.75
4 Jby J by 1 new Lex Luthor ... 1.75
5 Jby J by 1 new Bizarro ... 1.75
6 Jby J by Kryptonian heritage ... 1.75
TPB reprints #1-6 ... 12.95
TPBA reprints #1-6 less expensive edition ... 7.50

MAN OF WAR

MALIBU (1995-current)

1 from The Protectors Newsstand ... 1.95
1A Direct Mkt Ed w/poster ... 2.50
2 In Cube Fence
1 Bombardier Newsstand ... 1.95
2A Direct MKT Ed w/poster ... 2.50
3 teams w/ the Ltn Newsstand ... 1.95
3A Dir Mkt poster ... 2.50
4 vs his doctor Newsstand ... 1.95
4A Dir Mkt poster ... 2.50
5 Killinger Direct Mkt poster ... 2.25
5A Newsstand w/o poster ... 1.95
6 Q Man et War teams w/A Ranger vs Killinger Genesis x-over ... 2.25
7 DJu cover Genesis x-over ... 2.25
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MANTRA

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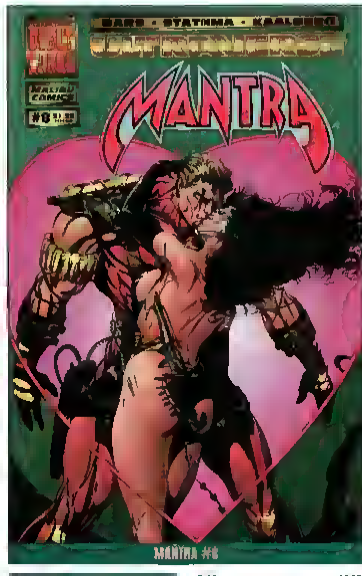

MANTRA #6

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Panel #4 Prophet and Kithy are held captive by Phil Omen who has plans for world domination

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102 GCo SLo Dr. Strange & Rider Wolverine, Nightcrawler ... 1.75
103 GCo SLo Dr. Strange & Rider Wolverine, Nightcrawler ... 1.75
104 GCo SLo Dr. Strange & Rider Wolverine, Nightcrawler ... 1.75
105 GCo SLo Dr. Strange & Rider Wolverine, Nightcrawler ... 1.50
106 GCo SLo Dr. Strange & Rider Wolverine, Nightcrawler ... 1.50
107 GCo SLo Wolverine, Ghost Rider, Nightcrawler ... 1.50
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Punisher War Zone #25 ... Frank Castle gets locked up by a small-town sheriff, but escapes and battles the hill men who came to "off" him.

WIZARD PRICE GUIDE

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135 RFr BMa Kitty Pryde, [illegible] 2.50
136 RFr DMI Wonder Man Mauler 2.50
137 GLa MGn Aunt May & Franklin Richards vs Galactus 2.50
138 GLa TDe Enforcers,Sandman becomes a hero 3.00
139 SPm CBu Nick Fury 2.50
140 RFr BMa/TDe Black Widow 2.50
141 GLa JDw Daredevil Black Widow Kingpin 3.50
142 GLa DMi Captain Marvel 2.50
143 GLa DMi Starfox Captain Marvel Will Killer 2.50
144 GLa CBu Moon Knight, White Dragon 2.50
145 GLa TIs Iron Man Blacklash 2.50
146 GLa CBu Nomad Taskmaster 3.50
147 GLa CBu Human Torch Black Abbott 2.50
148 GLa CBu Thor Black Abbott 2.50
149 BBl LSt Cannonball Incandescent Man 2.50
150 GLa LSt double sz,X-Men Juggernaut 5.50
ANNUAL 1 SBu CCl X-Men 15.00
ANNUAL 2 SBu CCl Hulk 4.00
ANNUAL 3 HTr RSt Hulk, Power Man & Iron Fist 3.00
ANNUAL 4 HTr FMi Moon Knight DD Power Man & Iron Fist 3.00
ANNUAL 5 MGn MCr Thing Dr Strange Quasar,Scarlet Witch 2.00
ANNUAL 6 RFr BMa Cloak & Dagger New Mutants 3.00
ANNUAL 7 RNe LSt Collector Alpha Flight 2.00

MARVEL TREASURY EDITION

MARVEL (1974-1981)

1 6.50
2 5.00
3 4.00
4 4.50
5-6 4.00
7 5.00
8 5.50
9-14 4.00
15 4.50
16-17 3.50
18 5.00
19 4.50
20-21 3.00
22-23 3.50
24-25 3.00
26 8.00
27 3.50
28 7.00

MARVEL TWO-IN-ONE

MARVEL (1974-1983)

1 GKa SGe B Thing team-up stories Man-Thing Molecule Man 20.00
2 GKa SGe Sub-Mariner,Wandarr 9.00
3 SBu SGe Daredevil,B Widow 9.00
4 SBu SGe Captain America 9.00
5 SBu SGe Guardians of the Galaxy 15.00
6 GTu SGe Dr Strange,0 Valkyrie 15.00
7 SBu SGe 0 Valkyrie 6.00
8 SBu SGe Ghost Rider 10.00
9 HTr CCl Thor Puppet Master 9.00
10 BBa CCl Black Widow 5.00
11 BBo BMa Golem 3.75
12 RWi BMa Iron Man 3.75
13 RWi RSt Luke Cage 3.75
14 HTr BMa Son of Satan 3.75
15 AJa BMa Morbius 7.00
16 RWi BMa Ka-Zar 3.75
17 SBu BMa Spider Man 3.75
18 RWi BMa Scarecrow 3.75
19 SBu BMa Tigra Cooper 3.75
20 SBu HTh Liberty Legion 3.75
21 RWi BMa Doc Savage 3.50
22 RWi BMa Thor Seth 3.50
23 RWi JSh Thor Seth,Devourer 3.50
24 SBu JSh Black Goliath 3.50
25 RWi MWb Iron Fist 3.50
26 RWi MWb Nick Fury Mentallo 3.50
27 RWi MWb Deathlok 7.00
28 RWi MWb Sub-Mariner 3.25
29 RWi MWb Master of Kung Fu 3.25
30 SBu MWb Spider-Woman 3.25
31 RWi MWb Spider-Woman 3.25
32 RWi MWb Invisible Woman 3.25
33 RWi MWb Modred 3.25
34 RWi MWb Nighthawk 3.00
35 ECh MWb Skull the Slayer 3.00
36 ECh MWb Mr. Fantastic 3.00
37 RWi MWb Matt Murdock 3.00
38 RWi RSt Daredevil Thinker 3.00
39 RWi RSt Vision, Daredevil 3.00
40 RWi TDe Black Panther 3.00
41 RWi DKr Black Panther 3.00
42 SBu BMa Captain America 3.00
43 JBy BMa Captain America 3.50
44 BHi MWb Hercules 4.00
45 AKp PGa Captain Marvel 4.00
46 AKp AKp Hulk 4.00
47 CSt BMa Yancy Street Gang 4.00
48 CSt BMa Jack of Hearts 4.00
49 AKp MJd Dr. Strange 4.00
50 JBy JBy Thing from past 4.00
51 FMr PG Avengers 5.50
52 JCr SGr Moon Knight 3.00
53 JBy MGn Quasar 3.00
54 JBy MGn Deathlok 17.00
55 JBy MGn Giant Man Nuklo 3.00
56 GPe MGn Thundra 2.00
57 GPe MGn Wundarr 2.00
58 GPe MGn Aquarian 2.00
59 CSt MWb Human Torch 2.00
60 GPe MGn Impossible Man 2.00
61 JB MGn Starhawk Her 2.00
62 JB MGn Moondragon 2.00
63 JB MGn Adam Warlock 2.00
64 GPe MGn Serpent Crown Affair Stingray 1 Anaconda 2.00
65 GPe MGn Affair pt2 Triton 2.00
66 JB MGn p3 Scarlet Witch 2.00
67 RWi MGn Hyperion 2.00
68 RWi MGn Angel Toad 2.00
69 RWi MGn Guardians of the Galaxy 5.00
70 MNa MGn Yancy Street Gang 2.00
71 RWi MGn Mr Fantastic Maelstrom 2.00
72 RWi MGn Inhumans 2.00
73 RWi BMa Quasar 2.00
74 FSp MGn Puppet Master 2.00
75 AKp TDe Avengers Blastaar Annihilus,Adapted dbl sz 2.00
76 JBi DMi Iceman Ringmaster 2.00
77 RWi TDe Man Thing 2.00
78 RWi TDe Wonder Man,Xemnu 2.00
79 RWi TDe 1 Star Dancer 2.00
80 RWi TDe Ghost Rider 5.00
81 RWi TDe Sub-Mariner 2.00
82 RWi TDe Cap. America,AIM 2.00
83 RWi TDe Sasquatch 3.00
84 RWi TDe Alpha Flight 3.00
85 RWi TDe Spider Woman 2.00
86 RWi TDe 0 Sandman 2.00
87 RWi TDe Ant Man 2.00
88 AKp DKr She-Hulk 2.00
89 AKp DKr Human Torch 2.00
90 AKp JSd Spider Man 2.00
91 RWi TDe The Sphinx 2.00
92 RWi TDe Jocasta Ultron Machine Man 2.00
93 RWi TDe Machine Man Ultron 2.00
94 RWi DKr Power Man Iron Fist 2.00
95 AKp DKr Living Mummy 2.00
96 RWi TDe Sandman 2.00
97 RWi DM Iron Man 2.00
98 RWi DMr Franklin Richards 2.00
99 BHi BMa Rom,Dire Wraiths 2.00
100 RWi JBy Alternate Earth Thing 3.00
ANNUAL 1 SBu RTh Liberty Legion 4.00
ANNUAL 2 Thanos 28.00
ANNUAL 3 SBu MWb Nova 3.00
ANNUAL 4 JCr DMi Black Bolt 3.00
ANNUAL 5 AKp AKp Hulk Stranger 2.50
ANNUAL 6 1 American Eagle 2.50
ANNUAL 7 RWi TDe Champion 2.50

THE MASK

DARK HORSE (1991)

0 4.75
1 4.00
2-4 3.25

THE MASK RETURNS (1992)

1-4 2.50
SC reprints original Mask issues, new mater'l unpublished pgs 14.95

YOU MISSED
ROBIN #5 Robin almost dies in an armored car buried under tons of concrete but is saved when two goons dig out the truck.

MASTER OF KUNG FU

MARVEL (1974-1983)
previously Special Marvel Edition

17 ..... 29.00
18 ..... 15.00
19-24 ..... 10.00
25-36 ..... 8.00
37-46 ..... 4.00
47-99 ..... 4.00
101-[illegible] 3.00
100 giant sz 4.00
108 117 ..... 2.50
118 giant sz 3.00
119-124 ..... 2.00
125 Double size 3.00

BLEEDING BLACK (1991)

1 ..... 3.00

THE MAVERICKS

DAGGER (1994-current)

1 PDn 1 Mavericks wrapar d cvr 2.75
2 PDn vs Blueblath for Amilio 2.50
3 PDn vs Conclave 2.50
4 PDn 2.50
5 PDn vs Dr. [illegible] & Avalon 2.50

THE MAXIMORTAL

TUNDRA

1-4 Rvs 3.95
5-6 Rvs 2.95

MAXIMUM OVERLOAD

DARK HORSE

1 stories w/v deo game char's, wrestlers & poster 3.95
2 ..... 3.95

THE MAXX

IMAGE (1993 current)

1/2 regular edit on 8.00
1/2A gold foil edition 75.00
1 Ski in New York 3.75
1A glow in the dark cvr 30.00
2-3 Ski vs Mr. Gone 1.95
4 Ski WLo 1.95
5-6 Ski 1.95
7 Ski vs Flip in Outback 1.95
8 Ski battle w/Pirl concludes 1.95
9 Ski 1.95
10 Ski 1.95

MAYHEM

DARK HORSE

1-4 Mask appearance 3.50

MEDAL OF HONOR

DARK HORSE (1994)

SPECIAL Medal of Honor winners 2.50

MEGADETH

ROCK-IT COMIX

1 ..... 3.95

MEGALITH

CONTINUITY

1-14 NAd 2.50

GIVEAWAY

0 silver edition 10.00
0A red edition 15.00

2ND SERIES

1 Deathwatch 2000 pb bagged w/card surprise galehild cover 2.50
2 D watch 2000 p11 bagged w/2 cards dbl galehild cover 2.50
3 DW 2000 p17 bagged w/card, wraparound 1yrck cover 2.50
4 vs werewolves transformed into w/well Rise of Magic tie-in, arcane parchment cvr 2.50
5 Rise of Magic tie-in cover w/arcane d demons enhancement & "arcane parchment paper 2.50
6 ..... 2.50
7 Rise of Magic tie-in vs Minions of Magic 2.50
8 Rise of Magic vs Minions 2.50
9 R of Magic Megalith defeated 3.00
10 vs masters of Magical Demons 3.00
11 JSn Rise of the Godlings p1 ..... 2.50
12 ..... 2.50

13 ..... 2.50

GRAPHIC NOVEL

1 NAd reprints first 2 Meg. issues 3.95
2 NAd vs Captain Law 3.95

MEGATON

MEGATON PUBLISHING (1983-1987)

1 Elia B Vanguard 10.00
2 Elia 5.00
3 Elia 1 Savage Dragon 20.00
4 Elia Savage Dragon 15.00
5 ..... 4.00
6-7 ..... 3.00
8 Youngblood Prev ew 20.00

MEGATON EXPLOSION

MEGATON PUBLISHING (1987)

1 ..... 39.00

MELTDOWN

MARVEL (1990)

1 JMu KW painted covers Havok & Wolver ne story 8.00
2 JMu KW 1 Meltdown 6.00
3 JMu KW Havok vs Wolve 6.50
4 JMu KW Wolve vs Meltdown 5.50
Tpb reprints #1-4 ..... 18.95

MELTING POT

KITCHEN SINK (1993-1994)

1 SB KEa 2.95
2 SB KEa Tyler vs Fits of Sturdy 2.95
3 SB KEa second coming of Eden's sav or Eden's vision 2.95

MEPHISTO VS. THE FANTASTIC FOUR #1

MEPHISTO VS

MARVEL (1987)

1 JBu AMs Fantastic Four 3.50
2 JBu AMs X-Factor 2.75
3 JBu AMs X-Men 2.75
4 JBu AMs Avengers 2.50

MERCY

DC COMICS (1993)

1 PJo JRn Ven go one-shot 5.95

METALLICA

MALIBU (1994)

1 JAu look at Metallica s career bagged w/PIX (guitar pick) 3.95
1A enhancement line gold cvr 3.95

METALLICA'S GREATEST HITS

REVOLUTIONARY

1 reprints R&R #42 Hard Rock #1 ..... 2.50

METAL MEN

DC COMICS (1963 1978)

1 ..... 325.00
2 ..... 110.00
3-5 ..... 65.00
6 ..... 65.00
7-10 ..... 40.00
11-12 ..... 40.00
13-20 ..... 30.00
21 Batman 20.00
22-26 ..... 20.00
27 Metal Men 40.00
28-30 ..... 20.00
31 ..... 15.00
32-41 ..... 15.00
42-[illegible] 7.00

MINI-SERIES (1993-1994)

1 DJu MCr multi-colored foil cvr 3.75
2 DJu MCr blue origin of Metal Men revealed 1.25
3 DJu MCr vs Mister Men 1.25
4 DJu MCr vs Mister Men 1.25

METAMORPHO

DC COMICS (1965 1966)

1 ..... 80.00
2-3 ..... 40.00
4 ..... 24.00
5 ..... 22.00
6 ..... 22.00
7-9 ..... 18.00
10 ..... 25.00
11-17 ..... 14.00

2ND SERIES (1993)

1 GNo MWd 1.50
2 GNo MWd in Ireland 1.50
3 GNo MWd 1.50
4 GNo MWd vs Green Stang 1.50

METEOR MAN

MARVEL (1993 1994)

1-2 movie adaptation 1.25
3 1 Exclusive WarHammer 1.25
4 Final 1.25

MICHAELANGELO

MIRAGE (1996)

1 TMNT 1.00

MICHAEL JORDAN TRIBUTE

REVOLUTIONARY

1 DBr BHi [illegible] 2.95

MIDNIGHT MEN

MARVEL

1 HCn vigilantes in California w/ metallic ink-embossed cover 2.50
2-9 HCn 1.95
10 HCn 1.95

MIDNIGHT SONS UNLIMITED

MARVEL (1993-current)

1-2 ..... 3.95
3 Spider-Man vs spider-demon 3.95
4 Siege of Darkness conclusion 3.95
5 Dr. Strange vs Mr. Sons 3.95

MIGHTY MAGNOR

MALIBU (1993-current)

1 Direct 3.95
1A Newsstand 1.95
2-4 ..... 1.95
5 invasion on Earth 1.95
6 vs Tribe of Idiots 1.95

MILLENIUM

DC COMICS (1988)

1 JSo SEa Intro Millennium plan 1.75
2 JSo SEa 1 The Chosen 1.75
3 JSo SEa Ronald Reagan, heroes vs Manhunters 1.75
4 JSo SEa Mark Shaw Batman 1.75
5 JSo SEa The Chosen 1.75
6 JSo SEa Superman 1.75
7 JSo SEa Booster Gold Grandmaster defeated 1.75
8 JSo SEa The Chosen 1.75

MIRACLEMAN

ECLIPSE (1985 1988)

1 ..... 2.50
2-12 ..... 2.25
13-15 ..... 2.00
16-20 ..... 1.75
3-D SPECIAL 1 ..... 3.00

THE APOCRYPHA

1 LSr AAd 2.50
2 LSr AAd 2.50
3 ..... 2.50

MIRACLEMAN TRIUMPHANT (1994-current)

1 Mike Allred in London 2.95

MISTER MIRACLE

DC COMICS (1971-1978)

1 Jack Kirby art 20.00
2 JKi 12.00
3 JKi 10.00
4-8 JKi double sz 6.00
9-10 JKi 3.00
11-17 JKi 3.00
18 JKi M Scott Free & Big Barda 6.00
19-25 JKi 4.00
SPECIAL 1 JKi 2.00

2ND SERIES (1989 1991)

1 ..... 1.50
2-8 ..... 1.25
9 1 Maxi Men 1.25
10-12 ..... 1.25
13-14 Loho 4.25
15-21 ..... 1.25
22 1 New Mr. Miracle 1.25
23-26 ..... 1.25
27 JLA 1.25
28 final issue 1.25

THE MISTS OF AVALON

ECLIPSE (1994)

1 SPn SRy adaptation of Marion Zimmer Bradley s fantasy novel 5.95

MONOLITH

COMICO

1 2 MRy MCl KJo covers 2.50
3 MRy MCl Hellhounds 2.50
4 MRy MCl Day of Grey go 2.50

MONSTER MENACE

MARVEL (1993-current)

1 reprints pre-Marvel books 1.25
2-5 ..... 1.25

MONSTER OF FRANKENSTEIN

MARVEL (1973 1975)

1 ..... 18.00
2-7 ..... 5.00
8-9 Dracula 10.00
10-12 ..... 7.00
13-18 ..... 4.00

MONSTERS ON THE PROWL

MARVEL (1971 1974)
previously Chamber of Darkness

9 ..... 5.00
10-15 ..... 3.00
16 Kull 5.00
17 20 ..... 3.00
21-30 ..... 2.00

MOON KNIGHT

MARVEL (1980 1984)

1 BSi DMo 7.00
2 7 BSi DMo 3.50
8 BSi DMo 3.25
9-11 BSi DMo 3.00
12-14 BSi DMo 2.75
15 BSi DMo 1st direct sale issue 4.00
16-20 BS DMo 2.50
21 BSi DMo 2.25
22-34 BSi DMo 2.00
35 BSi DMo X Men 4.00
36-38 BS DMo 2.00

2ND SERIES (1985)

1 CWa AZe 2.00
2-6 CWa AZe 1.75

3RD SERIES (1989-current)

1 SVe CDi Bushman 5.00
2 SVe CDi Spider-Man 3.00
3-4 SVe CDi 2.25
5 CDr Black Cat 2.25
6-7 CDi Brother Voodoo 2.25
8-9 CDr Punisher 3.50
10 Killer Shrike 2.00
11-12 Arsenal 2.00
13-14 Bushman 2.00
15 Paladin 2.00
16-18 Trial of Marc Spector 2.00
19 Spider Man Punisher 5.00
20 Spider-Man Punisher 3.75

WIZARD PRICE GUIDE

MOON KNIGHT (2nd series) #35

21 Spider-Man Punisher ... 3.00
22 Champion ... 2.25
23-24 ... 2.25
25 Ghost Rider ... 3.25
26-30 ... 2.00
31-34 ... 2.00
35 RGa TKa Blood Brothers p1 Punisher ... 1.75
36 RGa TKa p2 Punisher ... 1.75
37 RGa TKa p3 Punisher ... 1.75
38 RGa TKa p4 Punisher Dr. Doom D Randell ... 1.75
39 GKw TKa new costume Dr Doom ... 1.75
40-49 ... 1.75
50 ... 3.50
51 Gwithdl ... 1.75
52-54 ... 1.75
55 SPt vs Sunstreak ... 26.00
56 SPt vs Seth the Immortal ... 12.50
57 SPt Infinity Crusade epilogue ... 8.50
58 ... 3.00
59 D-Bloodline ... 3.00
60 SPt final issue D.Moon Knight ... 4.00
SPECIAL 1 ... 2.50

DIVIDED WE FALL (1992)
1 Dave Cockrum ... 4.95

MORBIUS

MARVEL (1992-current)
1 RWa LKa ... 4.00
2-5 RWa LKa ... 3.00
6-10 RWa LKa ... 1.75
11 RWa M gilestalkers ... 1.75
12 RWa Midnight Massacre p4 "Darkhold Envelope" cvr ... 2.25
13 RWa R Martine ... 1.75
14 RWa Martine D'Spayne W'wolf by Night ... 1.75
15 Ghost Rider ... 1.75
16 Siege of Darkness p5 ... 1.75
17 ... 1.75
18 vamp re worshippers Deathlok ... 1.75
19 Deathlok vs the Wraith ... 1.75
20 Inner Bloodthirst ... 1.75
21 Dance of the Hunter p1 ... 1.95
22 Dance p2 Spider Man ... 1.95

MORBIUS REVISITED

MARVEL (1993)
1 FRu GMo reprints Adventures into Fear #27 ... 1.95
2 FRu GMo rep Adv Into F #21 ... 1.95
3 GMw GMa reps Fear #29 ... 1.95
4 GMa reprint of Fear #30 ... 1.95
5 final issue ... 1.95

MOTORHEAD SPECIAL

DARK HORSE
1 ... 3.95

MOTORMOUTH

MARVEL (1992-1993)
1 GFk GMa Marvel UK title T&O Motormouth ... 3.00
2 GFk GMa 1 Killpower ... 2.00
3-12 ... 1.75

MOTORMOUTH & KILLPOWER

MARVEL
1 Marvel UK title Death's Head II green foil stamped cvr ... 2.50
2 Deaths' Head II ... 1.75
3-6 ... 1.75

MR. MONSTER VS THE NAZIS FROM MARS

ATOMEKA
1 MC CFr ... 4.95

MR. T AND THE T FORCE

NOW (1993-current)
1 NAd PSI Drnd Mkt bagged w/foil-stamped card 1 T-Force ... 1.95
1A newsstand bagged w/card ... 1.95
1B signed gold foil set ... 30.00
2 NAd PSI Drn Mkt bagged w/gold foil stamped card ... 1.95
2A newsstand bagged w/card ... 1.95
3 NBr MBo Drn Mkt bagged w/gold fe l stamped card ... 1.95
3A newsstand bagged w/card ... 1.95
4-6 both versions ... 1.95
7 both versions vs crime school ... 1.95
8 both versions battle with crime school ends ... 1.95
9 both versions T-Force framed ... 1.95
10 both versions ... 1.95
11 assassinat on plot birth vars re ... 1.95

MS. MARVEL

MARVEL (1977-1979)
1 JBu GGy 1 Ms Marvel ... 5.00
2 JBu GGy 0 Ms Marvel 1 Destructor ... 4.00
3-5 ... 3.00
6 KPa CCI 1 Deathblnd ... 5.00
10-12 ... 3.00
13-15 ... 2.00
16 JMo CCI 1 Mystique ... 5.00
17-22 ... 2.00
23 final issue ... 2.00

MS. MYSTIC

PACIFIC (1982-1984)
1 O Ms Mystic ... 6.00
2 1 Orth 4 ... 4.00

CONTINUITY

1ST SERIES
1 reprints Pacific series #1 ... 4.00
2 reprints Pacific series #2 ... 3.25
3 ... 2.75
4-9 ... 2.50

2ND SERIES
1 Deathwatch 2000 p6 w/card, Fusion Dol Stereogram cover ... 2.50
2 D'Watch 2000 p12 vs T-Rex, bgd w/2 cards w/enhancement cvr ... 2.50
3 DW 2000 p14 H Hyperion Spaang T ng lgd w/card wraparound fusion cover ... 2.50

3RD SERIES (1993-current)
1 ... 2.50
2 Rise of Magic fle-in cover w/emb d dancer ashscent & "arcane parchmnt" paper ... 2.50
3 ... 2.50
4 Rise of Magic fle-in_Shaman ... 2.50
5 link to mystic women's revealed ... 2.50
6 If Magic Shaman ... 2.50
7 back to foil pa e n c p of Magic ... 2.50
8 secrets of Ms. Mystic revealed ... 2.50
9 ... 2.50
10 ... 2.50

MY GREATEST ADVENTURE

DC COMICS (1955-1964)
1 ... 800.00
2 ... 350.00
3-6 ... 250.00
7-12 ... 166.00
13-18 ... 125.00
19 ... 100.00
20-21 Kirby art ... 100.00
22-24 ... 100.00
25-27 ... 75.00
29 Kirby art ... 125.00
29-40 ... 70.00
41-51 ... 35.00
52 First 12-cent issue ... 35.00
53-78 ... 25.00
80 BPr ADr 1 Doom Patrol 1 General Immortus ... 250.00
81 BPr ADr Doom Patrol ... 100.00
82 BPr ADr R Chief ... 100.00
83 BPr ADr Negative Man ... 100.00
84 BPr ADr R.E. Immortus ... 100.00
85 BPr ADr monsters becomes Doom Patrol ... 100.00

MYS TECH WARS

MARVEL (1993)
1-3 ... 1.75

MYSTERY IN SPACE

DC COMICS (1951-1981)
1 work by Frazetta ... 1 500.00
2 ... 600.00
3-5 ... 500.00
7-12 ... 400.00
13-18 ... 225.00
19 ... 250.00
20-24 ... 200.00
25-30 ... 150.00
31-52 ... 125.00
53 B Adam Strange ... 500.00
54 ... 300.00
55 ... 200.00
56-60 ... 150.00
61-71 ... 80.00
72 1st 12-cent issue ... 80.00
73-74 ... 60.00
75 Justice League ... 175.00
76-80 ... 60.00
81-86 ... 45.00
87 Hawkman ... 150.00
88-89 Hawkman ... 110.00
90 Hawkman (pre-Nirman #1) ... 110.00
91 ... 20.00
92-103 Space Ranger ... 25.00
104-110 ... 10.00
111-137 (HC 80 series) ... 3.00

THE MYSTERY PLAY

DC COMICS (1994)
HC JMu GMo psychol l mystery ... 19.95

THE NAM

MARVEL (1986-1993)
1 MGo DMu ... 4.00
2-12 ... 3.00
13-51 ... 2.00
52 Punisher ... 3.00
52A 2nd print Blue ... 1.75
53 Punisher ... 2.50
54-74 ... 1.75
75 double size ... 2.25
76-78 ... 1.75
79-81 WVa DLo Sagrin ng of the End, TET offensive story ... 1.75
82-83 WVa DLo ... 1.75
84 Afro-Saxon 1st panel ... 1.95

NAMOR

MARVEL (1990-current)
1 JSy JSy Sub-Mariner ... 5.00
2 JSy JSy Griffin ... 4.00
3 JSy JSy Griffin ... 4.25
4 JSy JSy Fantastic Four ... 3.50
5 JSy JSy F.F. Iron Man ... 3.50
6 JSy JSy ... 3.25
7 JSy JSy ... 2.50
8 JSy JSy 1 Headhunter ... 1.75
9 JSy JSy Headhunter ... 1.75
10-11 JSy JSy ... 1.75
12 JSy JSy Invaders ... 1.75
13 JSy JSy ... 1.75
14-15 JSy JSy Griffin ... 1.75
16 JSy JSy Punisher ... 1.75
17 JSy JSy Super Skrull ... 1.75
18 JSy JSy Punisher ... 1.75
19 JSy JSy ... 1.75
20-22 JSy JSy ... 1.75
23 JSy JSy Wolverine Runaway Fist ... 2.50
24 JSy JSy Iron Fist, Dr Strange Wolverine ... 2.50
25 JSy JSy Orlando Fist Wolverine ... 2.50
26 JAl JSy 1 Jan Lee Namor ... 10.00
27 JAl JSy vs Namorita ... 7.25
28 JAl JSy Iron Fist ... 5.25
29 JAl JSy Namorita ... 5.00
30 ... 4.50
31 Dr Doom ... 4.00
32 ... 1.25
33 JAl BKa Doom Iron Fist ... 1.25
34-37 ... 2.00
38-40 ... 1.25
41 SMs LKa returns to US War Machine ... 1.25
42 SMs BKa confronts Phoebe Marrs new Stingray ... 1.25
43 NWy RHn vs Stingray ... 1.25
44 future story tr ld in verse: "Rima of the Ancient Sub-Mariner" ... 1.25
45 vs Atluma & Sonfire ... 1.25
46 Starblast x-over new Titan ... 1.25
48 ... 1.25
47 Starblast p5 Tamara Tig Shark ... 1.25
48 Starblast p6 Fant Four ... 1.25
49 Valentine's Day issue ... 1.25
50 artist w/Susan Richards, silver/transparent cvr dbl sz ... 2.95
50A regular cvr reflect ... 1.75
51 Gis GHd search for ship ... 1.50
ANNUAL 1 ... 2.00
ANNUAL 2 JR RMz Return of the Defenders p2 ... 2.25
ANNUAL 3 RMz 1 Assassin Iron Fist hanged w/card ... 2.95

NEW ADVENTURES OF SPEED RACER

NOW (1993-current)
1/3 ... 1.95
4 Speed vs Racer X Inr World Cup ... 1.95
5 DLo SSu Cup Challge continues ... 1.95
6 ... 1.95
7 Carribean cruise adventure ... 1.95

NEW ADVENTURES OF SUPERBOY

DC COMICS (1988-1994)
1-54 ... 1.25

NEW GODS

DC COMICS (1971-1978)
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NEWMEN

IMAGE (1994-current)
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NEW MUTANTS

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37 BSi CCI Beyonder kills New Mutants She Hulk cameo ... 3.25
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44 JGu CCI vs Legion ... 3.25
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49 future story ... 3.25
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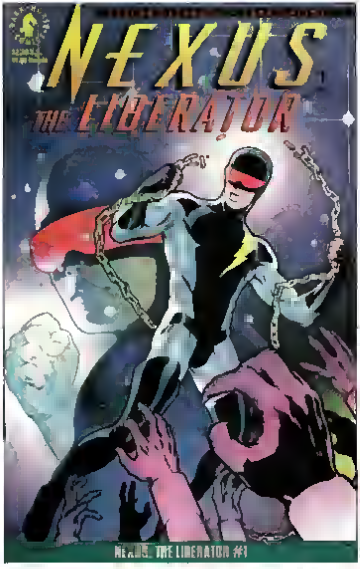

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MARVEL

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1963

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MARVEL (1994)

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MARVEL (1976 1979)

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MARVEL (1976-1977)

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230 giant sz 8.00
230-239 ..... 5.00
240 NAd 6.00
241 ..... 5.00
242 ..... 6.00
243-260 ..... 5.00
261-301 ..... 4.50
becomes Sgt. Rock

OUR FIGHTING FORCES

DC COMICS (1954-1978)

1 ..... 450.00
2 ..... 225.00
3 ..... 175.00
4 1st Code-approved issue 175.00
5-6 ..... 150.00
7-9 ..... 125.00
10 ..... 135.00
11-12 ..... 100.00
13-18 ..... 90.00
19-24 ..... 75.00
25-32 ..... 60.00
33-38 ..... 50.00
39-40 ..... 45.00
41 ..... 75.00
42-44 ..... 50.00
45 R Gunner & Sarge 175.00
46 ..... 100.00
47-50 ..... 60.00
51-57 ..... 30.00
57-62 ..... 25.00
63-64 ..... 20.00
65 1st 12-cent issue 10.00
66-68 ..... 10.00
69-74 ..... 9.00
75-80 ..... 8.00
81-86 ..... 7.00
87-92 ..... 6.00
93-128 ..... 4.00
129-181 ..... 3.00

OUT OF THE VORTEX

DARK HORSE (1993-current)

1-3 Comics & World spinoff 2.00
4 vs Seekers 2.00
5 teams w/Sinnerovs 2 Destroyers 2.00
6 ..... 2.00
7 Mncha powers up in new levels 2.00

THE OUTSIDERS

DC COMICS (1985-1988)

1 JAp MWd 2.00
2 JAp MWd 3.00
3-25 JAp MWd 1.50
27-28 Millenium 1.50
ANNUAL 1 ..... 2.25
SPECIAL 1 ..... 1.75

2ND SERIES (1993 current)

1-ALPHA 1 Technocrat & Faust TCh cover D Looker 1.75
1-OMEGA Halo Katana, B Looker vs vamp res TCh cvr O Looker 1.75
2 escape from Markovia 1.75
3 vs Eradicator 1.75
4-5 ..... 1.75
6 Pre MWh vs Jnhal aboard plane 1.75
7 Pre MWh Batman vs Gotham 1.75
8-Pre MWh vs new Batman 1.75

OZZY OSBOURNE

ROCK IT COMICS (1994)

1 MCy TKy 3.95

THE PACT

IMAGE

1 JVa battle btw two groups 1.95
2 JVa vs Youngblood 1.95

PENDRAGON II

MARVEL (1992-current)

1 PGa DAI O Knights Iron Man 1.75
2-12 ..... 1.75
13 JMI DAI Death's Head II 1.75
14 JRy DAI Death's Head II 1.75
15 DAI Death's Head II 1.75

PERG

LIGHTNING (1993-current)

1 glow-in-dark flip cvr by JSs 4.00
2 ..... 3.50
3 ..... 2.95
4 face-to-face w/Kill 2.95
5 Perg & Alli draw closer, Corrigan on trail of Dreadwolf 2.95
6 ..... 2.95
7 face-to-face Alli Magic 2.95

PHANTOM FORCE

IMAGE (1993)

1 JKo work by var's artists, w/card 2.50
2 JKo vs Derkin & Star Slivers 1.95

GENESIS WEST (1994-current)

3 MLs MTh JKo cvr 2.50

PHANTOM STRANGER

DC COMICS (1969-1976)

1 ..... 50.00
2 ..... 22.00
3 ..... 18.00
4 New look (NAd art) 20.00
5-6 ..... 15.00
7 ..... 10.00
8-12 ..... 8.00
13-18 ..... 6.00
19-22 ..... 5.00
23 B Spawn of Frankenstein 6.00
24 Spawn of Frankenstein 6.00
25-30 Spawn of Frankenstein 5.00
31-38 ..... 4.00
39-41 Deadman 5.00

THE PHILISTINE

ONE SHOT PRESS (1994-current)

1 1 The Philistine vs plants w/coupon 2.50

PHOENIX THE UNTOLD STORY

MARVEL (1984)

1 JBy CCI Orig nat ending, In Uncanny X-Men #137 ..... 10.00

PITT

IMAGE (1993 current)

1 DKe I Pt 1 many 5.00
2 DKe 1.95
3 DKe vs Zarved 1.95
4 DKe bat/escapes on 1.95

PLANET OF THE APES

ADVENTURE (1990-1992)

1 DKe cover 6.00
1A Limited Edition 10.00
2-12 ..... 2.75
13-24 ..... 2.50

BLOOD OF THE APES

1-4 DGo RMn 2.50

SINS OF THE FATHERS

1 ..... 2.50

FORBIDDEN ZONE

1-3 ..... 2.50

PLASM

DEFIANT (1993)

BINDER 1st printing 45.00
BINDER A 2nd printing 18.00

for title listing, see Warriors of Plasm

PLASMER

MARVEL (1993-current)

1 double cvr/4 cards, Capt. Amer 2.50
2 Capt. Brita vs Black Knight 1.95
3 Capt. America 1.95
4 vs WW II robot, Black Knight 1.95
5-6 ..... 1.95
7 ..... 1.95

PLASTIC MAN

DC COMICS (1966-1977)

1 (1966) 50.00
2 ..... 25.00
3-6 ..... 20.00
7 O Plastic Man 20.00
8-12 (1966) 14.00
13-20 (1967) 5.00

POWER & GLORY

BRAVURA

1 HCh unique look at heroes 2.75
2 HCh 2.50
3 HCh Gnrskl gets another 2.50

POWER MAN

MARVEL

previously Hero For Hire

17 ..... 11.00
18-20 ..... 8.00
21-27 ..... 5.00
28-47 ..... 4.50
48-49 vs Iron Fist 3.50
ANNUAL 1 Punisher app 4.00
GIANT SIZE 1 ..... 1.25
becomes Power Man & Iron Fist

POWER MAN AND IRON FIST

MARVEL

previously Power Man

50 J Iron Fist 1.25
51-56 ..... 1.25
57 X Men 5.00
58-65 ..... 1.25
66 2nd app. Sabretooth 45.00
67-77 ..... 1.25
78 Sabretooth, Constrictor 22.00
79-83 ..... 1.25
84 Sabretooth 22.00
85-124 MWr JOw 1.25
125 MSt JOw D Iron Fist 1.75

THE POWER OF SHAZAM!

DC COMICS (1994)

GN JOr JOr spoil gift an Captain Marvel w/new details 19.95

POWER PACK

MARVEL (1984-1991)

1 JBr LS 1 B O Power Pack 3.00
2-16 JBr LS 1.50
16 JBr LS Wolverine 10.00
20-25 JBg LS 1.50
27 JBg LS Sabretooth Wolverine 12.00
28-45 ..... 1.50
46 Punisher 5.00
47-62 ..... 1.50

HOLIDAY SPECIAL (1992)

1 JBr JSt 2.95

ORIGIN ALBUM

TPB 7.95

PREDATOR

DARK HORSE (1989-1990)

1 CWa MVe 1 Shaefer 25.00
1A 2nd print 6.00
2 CWa MVe 15.00
3 CWa MVe 10.00
4 CWa MVe 7.00

BAD BLOOD (1993 current)

1 DTm EDe in NJ Pine Barrens 2.50
2 DTm EDe task force's quest 2.50
3 DTm EDe Predator vs Predator 2.50
4 DTm EDe 2.50

BIG GAME (1991)

1 EDe JAr 4.00
2-4 EDe JAr 2.50
TPB 13.95

BLOODY SANDS (1992)

1-2 DKa DKa World War I 2.50

COLD WAR (1991)

1-4 RMa MVe Predators in Siberia 3.00

PREDATOR 2 (1991)

1 DKa DKa Movie Adaptation 2.50
2 MWr DKa Movie Adaptation 2.50

RACE WAR (1993)

0 ..... 2.50
1-4 ..... 2.50

WIZARD PRICE GUIDE

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PREDATOR VS MAGNUS ROBOT FIGHTER

DARK HORSE/VALIANT (1992)

1 LWk JSh 5.00
1A Platinum 50.00
1B Gold 15.00
2 4.00

PRIME

MALIBU (1993-current)

1 NBr GJk/LSz 1 Prime Prototype Ultraverse #0 card 6.00
1A hologram edition 50.00
1C Ultra-limited/foil ed f 1 to 35.00
2 NBr GJk/LSz vs Organism 8, bagged w/Ultraverse card 11.00
3 O Prime w/Prototype 6.00
4 vs Prototype,cover has Prime ed trip 5.00
4A cvr has Prototype on top 6.00
4B bagged Prime on top 10.00
4C Prototype on top 10.00
5 vs Max-Man Rufio story,coupon 3.00
6 meets Fres, Dillmon Chelsea 2.25
7 B-Thru x: overgenes to moon 1.95
8 Mantra x-over p1,vs Father Thg 1.95
9 starts work'g kit Col Samuels 1.95
10 1.95
11 Rogue Prime's adventure 1.95

PRIMER

COMICO (1982-1984)

1 7.00
2 1 Grendel 10.00
3-6 4.00

PRINCE THREE CHAINS OF GOLD

DC COMICS

1 DWr/SCa DMc in Middle East 3.50

PRINCE VANDAL

THUMPERANT (1993-current)

1 JVe J:Rlcoup1 for Zie vs Phylens 2.50
2 JVe JRl vs Phylamites 2.50
3 JVe JRl fight for Pugnose 2.50
4 JVe JRl escape from asteroid 2.50
5 JVe JRl 2.50
6 JVe JRl back to asylum w/coup 2.50

PRISON COLONY

MARVEL (1994-current)

1 MHe RSe movie adaptation 1.50

PROJECT X THUMP'N GUTS

KITCHEN SINK (1994-current)

1 SBi KEa 1 Mental Head,bgd w/ card,SBi poster,random ending 4.35

PROPELLERMAN

DARK HORSE (1993-1994)

1-5 MSc 2.95
7 MSc vs the Thn 2.50
8 2.50

PROPHET

IMAGE (1993-current)

1 RLd Young and here,w/card ... Prophet #0 2.50
1A gold edition 25.00
2 RLd 1 Jonas 2.50
3 RLd 2.50
4 RLd vs Jonins 1.95
4A with Platt cover 19.00
5 SPi RLd tale of P's WWII past 1.50
6 SPi RLd Kidnapped,ex-Prophet 1.95

THE PROTECTORS

MALIBU (1992-current)

1 Direct Market poster 2.50
1A newsstand w/e poster 1.95
2-4 Direct Market 2.50
2A-4A newsstand 1.95
5 Direct Mkt hold through book 2.50
5 newsstand 1.95
6-8 Direct Market 2.50
6A-8A newsstand 1.95
9 TDr RJo vs Wisecrack Dr Mkt 2.50
9A newsstand 1.95
10 TDr RJo Black Fury Cat Pack, Direct Mkt 2.50
10A newsstand 1.95
11 Direct Market poster 2.50
11A newsstand w/o poster 1.95
12 Miss Fury w/ trader Direct Mkt poster 2.25
12A newsstand w/o poster 1.95
13 TDr RJo vs Extreme Genesis crossover book 2.25
14 TDr beat Genesis chapter 2.25
15 TDr aftermath of Genesis 2.25
16 TDr Gen g meth Chakas story 2.25
17 TLc RJo Genesis x-over trial of Man of war continues 2.25
18 RJo vs Regulators & pr bkup 2.25
19 RJo trip for revenge 2.25
20 RJo vs Northern Man 2.25

PROTOTYPE

MALIBU (1993-current)

1 vs Glara,1 Ve I hgd ed w/card 3.50
1A unbagged ed w/o card 1.95
1B hologram edition 50.00
1C Ultra-limited/foil edition 30.00
2 vs Backstabber 4.00
3 vs Hasbro & Terminatyne, Rune story & #0 coupon 2.50
4 vs Wrath 1.95
5 B-Thru x-over Sh'gers x-over p1 1.95
6 vs Arena Fnb (old Prototype) vs Wall 1.95
7 Jenny Infrd'd to art of bustville 1.95
8 1.95
9 Prototype calls his job 1.95

PSI-JUDGE ANDERSON

FLEETWAY/QUALITY

ENGRAMS

1 D:Anderson 1.95

PSI FILES

1 vs mutant vamp 8 2.95

PSYCHONAUTS

MARVEL (1993-current)

1 AGr Ec sec es R shelf format 4.95
2 AGr PN s return to Earth find dinosaurs in control 4.95
3 AGr vs demon 4.95

PRIME #0

THE PUNISHER

MARVEL

MINI-SERIES (1986)

1 MZe SGr 35.00
2 MZe SGr 18.00
3 MZe SGr 12.00
4 MZe SGr 10.00
5 MVe SGr 10.00

REGULAR SERIES (1987)

1 KJa MBn crack house 20.00
2 KJa MBn the General 10.00
3 KJa MBn Dthe Colonel 7.00
4 KJa MBn 1 The Rev 7.00
5 KJa MBn vs the Rev 7.00
6 DRo MBn boss waste 7.00
7 DRo MBn 1KD Wilfrose 7.00
8 WPe MBn the graveyard 12.00
9 WPo MBn D. M-ck's Son 14.00
10 WPo MBn Daredevil, X-over from DD#257 25.00
11 WPo MBn rapists 5.00
12 WPo MBn Gary Saunders p1 5.00
13 WPo MBn p2 D Ortiz, D Saunders 5.00
14 WPo MBn Punisher as substitute teacher 5.00
15 WPo MBn Kingpin Pusher Gang 1 The Board 5.00
16 WPo MBn Kingp n 4.50
17 WPo MBn D Conchita 4.50
18 WPo MBn Punisher vs Kingpin D the Board 3.00
19 LSi MBn Australia 3.00
20 SAp MBn Las Vegas Whitice Portacio cover 3.00
21 ELa MBn 1 Iris Green 3.00
22 ELa MBn Nina Training Camp p1 3.00
23 ELa MBn p2 vs Scully 3.00
24 ELa MBn Shadowmasters 2.50
25 ELa MBn dal size,D Ir Green Shadowmasters 2.50
26 RHe MBn Punisher steals Nuclear sub 2.75
27 RHe MBn vs US Navy 2.75
28 RHe MBn Dr. Doom, Acts of Vengeance 2.75
29 RHe MBn Dr. Doom Acts of Vengeance 2.50
30 RHe MBn Catholic church 2.50
31 RHe MBn biker gangs p1 2.50
32 RHe MBn p2 D Lang 2.50
33 RHe MBn Reavers 2.25
34 RHe MBn Reavers 2.50
35 RHe MBn Jigsaw Puzzle p1 the Rev Jigsaw 2.50
36 MTe MBn p2 Satanic Rev 2.50
37 MTe MBn p3 Punisher vs Microchip 2.50
38 RHe MBn p4 Jigsaw butchers Punisher's face 2.50
39 MBn p5 Jigsaw's face heals 2.50
40 RHe MBn p6 Punisher's face heals,vs Belasco 2.00
41-49 2.00
50 HHa MBn 1 Ye-Ye dal sz 3.00
51-56 2.00
57 HHa MBn double cover D Max 2.00
57A Newsstand version w/ single photograph cover 2.00
58 HHa MBn p6 1 Dr Brower 2.00
59 HHa MBn Punisher now black 2.50
60 VMa MBn Luke Cage 1.50
61 VMa MBn Cage Crack dealers 1.50
62 black Punisher Cage 1.50
63 TSm CD supermarket 1.50
64 DRw DAt Eurohit p1 1 Dutlew 1.50
65 DRw DAt p2 Rome Kingpin 1.50
66 DRw DAt p3 Retroc 1.50
67 DRw DAt p4 Tarantula 1.25
68-74 1.25
75 2.75
76-81 1.25
82 Firefight p1 vs arson sta 1.25
83 vs NYC pyromaniac 1.25
84 1.25
85 prequel to Suicide Run 2.75
86 Suicide Run hell cvr 3.25
87 Suicide Run p6 copycats ikind 1.25
88 Suicide Run p8 in Catskills 1.25
89 PHe CD n Miami 1.25
90 M cro under siege n war zone 1.50
91 1 Rabio vs Hector Carrera 1.50
ANNUAL 1 MTe MBn Evolutionary War 10.00

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SHOW AL 94 $1.95 The Arkham inmates move to Blackgate Prison and psychotic supervillains interact with normal prisoners

ANNUAL 2 Ship Mind Mind Knight Atlantis Attacks 5.00
ANNUAL 3 Nine Mind Lullaby p1 vs organism 4.50
ANNUAL 4 Von Struckel 2.25
ANNUAL 5 ..... 2.25
ANNUAL (DHe PMs1 Phalanx bagged w/card 2.95

PUNISHER ARMORY

MARVEL (1990-current)

1 Jim Lee cvr Punisher's weapons 3.00
2 Elim Elio 3.00
3-8 Elim Elio 2.00
9 Elim Elim MGo cvr 2.00

PUNISHER BOOKS

MARVEL

ASSASSINS GUILD

1 ..... 3.95

BACK-TO-SCHOOL SPECIAL

1 ..... 2.95
2 vs powerful gym owner RS cvr 2.95

BLOODLINES

PF DCo DCy Drug Lord 5.95

BLOOD ON THE MOORS

PF CKe AGr Clansmen 16.95

CIRCLE OF BLOOD

GN rep Punisher Mini 12.95

CLASSIC

1 ..... 5.00

DIE HARD IN THE BIG EASY

1 ..... 4.95

EYE FOR AN EYE

TPB reprints PWG #1-3 ..... 9.95

G-FORCE

TPB 4.95

HOLIDAY SPECIAL

1 ..... 2.95

IN THE NAME OF THE FINAL INVASION

SC ASc DCo Final journey to Mars 9.95

INTRUDER

HC 14.95
SC 9.95

KINGDOM GONE

HC vs Drug Lord & Marines 16.95

MOVIE ADAPTATION

SC drawn w/ Skull cell 5.95

NO ESCAPE

1 Captain Patel n 5.00

THE PRIZE

1 old Iron Man armor 4.95

PUNISHER/WOLVERINE AFRICAN ADVENTURE

1 Prestige Format 5.95

RETURN TO BIG NOTHING

HC MZa Vietnam 16.95
SC MZa Vietnam 12.95

ROUGH CUT

1 ..... 2.50

SPINNING DOOMSDAY'S WEB

GN Black Widow 9.95

SUMMER SPECIAL

1 ..... 3.00
2 FHy CDi Rough Cut,High Risk, The Local 3.00
3 ..... 2.50

PUNISHER GHOSTS OF INNOCENTS

MARVEL (1993)

1-2 Prestige Format 5.95

PUNISHER MAGAZINE

MARVEL (1989-1990)

1 reprints 4.00
2 reprints 2.75
3 reprints 3.00
4-13 reprints 2.50
14-16 reprints 2.25

PUNISHER ORIGIN OF MICRO CHIP

MARVEL (1995)

1-2 MHo CPo 1.75

PUNISHER P.O.V

MARVEL (1991)

1-4 BWr JSt Nick Fury 4.95

PUNISHER 2099

MARVEL (1993-current)

1 PHr JFm 1.75
2-5 PHr JFm 1.25
6 Techno-Obsession 1.25
7 TSn PMs Love & Bullets p1 vs Cyber Master & Fear Master 1.25
8 TSn PMs Tyler Stone (from Spider-Man 2099) Bear Master 1.25
9-12 TSn PMs 1.25
13 TSn PMs F. of the Hammer p4 ..... 1.25
14 TSn PMs Jake loses control 1.25
15 TSn PMs vs Fearmaster 1.25
16 TSn PMs puts on new Tmt 1.50
17 TSn PMs 1.50

PUNISHER WAR JOURNAL

MARVEL (1988-current)

1 JLe CPo D Punisher 1 Montoya, 1 Shadowmasters 16.00
2 JLe CPo Daredevil vs Montoya 12.00
3 JLe CPo Daredevil D Montoya 8.00
4 JLe CPo 1 Sniper Man flashbk 8.00
5 JLe CPo vs Sniper 8.00
6 JLe CPo vs Wolverine 15.00
7 JLe CPo vs Wolverine 8.00
8 JLe CPo 1 Demogo Shadowmasters 6.00
9-12 JLe CPo 4.50
13 DKe CPo Bushwacker,Dr Doom, Acts of Vengeance 4.50
14 DKo CPo Spider-Man vs religous fanatics 5.00
15 DKo CPo Spider-Man Daily Bugle under siege 5.00
16 NHa MBa Texas panhandlers 3.00
17 JLe CPo Tropical Trouble p1 ..... 3.00
18 JLe CPo p2 vs K'dnappers 2.75
19 JLe CPo p3 water phobia 2.75
20 TSm CPo vs Foreign Legion 2.00
21-24 TSm CPo 2.00
25-29 MTe MHo 2.00
29 MTe MHo Ghost Rider 2.50
30 MTe MHo Ghost Rider vs Roaring Island 2.50
31-35 RWa MHo 2.00
36-42 ..... 2.00
43-56 ..... 1.75
57-58 GKw COl D'devil G Rider 1.75
59-60 ..... 1.75
61 Suicide Run,foil cvr 4.00
62 Suicide Run,foil cvr 2.95
63 Suicide Run p2 ..... 1.75
64 Suicide Run,p10,dm-cut cvr 2.95
64A regular cvr 2.25
65 Parish p1 e main of S Run 1.75
66 p2 vs gus Marvel heroes 1.95
67 p3 vs Mr Hyde 1.95

PUNISHER WAR ZONE

MARVEL (1992-current)

1 JRj CD D Mr. S gun de-cut cover,Ladder of Death p1 ..... 5.00
2 JRj CD p2 ..... 3.50
3 JRj CD p3 Shotgun 3.00
4 JRj CD p4 ..... 2.25
5 JRj CD p5 Shotgun 1 Thorn 2.00
6-8 ..... 1.75
9 MHe CDi 1.75
10-11 MHe CDi 1.75
12-16 Psychovile 1.75
17-18 Jericho 1.75
19 Jericho Wolverine 1.75
20 ..... 1.75
21-22 HNu LHe 1.75
23 HNu LHe Suicide Run foil cvr 3.00
24 HNu LHe Suicide Run p5 ..... 1.75
25 JSu LHa Suicide Run p6 dbl sz 2.25
26 JSu CDi In Puerto Dulce 1.75
27 JSu CDi In jungle penal colony 1.95
28 JSu CDi Pun. fights for his life 1.95
ANNUAL 1 JSu CDi 1 Phalanx bagged w/card 2.95

QUAD DEPOT

LABYRINTH (1994)

1 comic anthology 3.00

QUASAR

MARVEL (1990-current)

1 PHy MGn Q Quasar 2.50
2-5 PHy MGn 1.25
6 PHy MGn Venom gap 5.50
7 MMn MGn Sp der Man 4.00
9-10 MMn MGn 1.25
11 MMn MGn Excalibur 1.25
12 13 MMn MGn 1.25
14 TMc cover 2.50
15-25 MGn 1.25
30 JZu MGd Watcher 1.25
31 GCp MGd New Universe 1.25
32 GCp MGd Galactic Storm Tomb of Captain Marvell 1.25
33 MGd vs Quasar 1.25
34 GCp MGd Galactic Storm 1.25
35 ..... 1.25
36 GCp MGn vs Sculptor 1.25
37 38 GCp MGn Infinity War 1.25
38-40 SL MGn Inf nity War 1.25
41-47 ASm MGn 1.25
48 ASm MGn Thunderstrike 1.25
49 ASm MGn Kayla vs Kismet 1.25
50 ASm MGn Silver Surfer Man Th ng hole-gotrix foil enhanced cover 2.35
51 ASm MGn Squadron Supreme, vs Anglemen 1.25
52 vs Angler & Gaumeler 1.25
53 Warlock 1.25
54 Starblast cover cosmic team 1.25
55 Starblast p6 team of heroes 1.25
56 Starblast p10 a New Universe 1.25
57 Starblast ep logue R Her 1.25
58 meets Maxiloc 1.25
59 Starblast aftermath vs Darkstar 1.25

SPECIAL

1 newsstand Quasar #33 ..... 1.25
2 newsstand Quasar #33 ..... 1.25
3 ANNUAL Quasar #34 ..... 1.25

QUEEN OF THE DAMNED

INNOVATION

1-5 SMo CWd 2.50
6-11 ..... 2.50

Q-UNIT

HARRIS (1993-current)

1 Q-Unit team of pol tical pr soners w/cyberard layer #2 ..... 2.95
2 w/cyberdisk layer #3 ..... 2.95

RACK & PAIN

DARK HORSE

1 LJi BPu 1 Rack & Pain GCp cvr 2.50
2 LJi BPu 2.50
3 LJi BPu vs Webs Inogre 2.50

RADIOACTIVE MAN

BONGO COMICS (1993-current)

1 adventu es of Hart's tave here 4.00
(#88 on cvr) vs Lava Man
D Fallout Boy (RM s sketkick) 1.95
3 (#216) 1970s issue 1.95

RAGMAN

DC COMICS (1976-1977)

1 JKu BKa 1&0 Ragman 4.75
2 JKu BKa 1 Opal 3.50
3 JKu BKa Side Fr Evil 3.00
4 JKu BKa Dream Killers 2.75
5 JKu BKa Junkya 2.75

2ND SERIES (1991-1992)

1 KGi PBr 1 new Ragman 2.00
2 KGi PBr vs Killers 1.75
3-5 ..... 1.50
6 KGi PBr Golem,Batman 1.50
7 KGi PBr Batman, D Scott 1.50
8 KGi PBr Batman D Rabb ..... .50

CRY OF THE DEAD (1993-1994)

1 GMe ELe goes to New Orleans 1.75
2 GMe ELe 1.75
3 GMe ELe vs Marinette 1.75
4-6 GMe ELe 1.75

RAI

VALIANT (1991-1992)

0 DLp BLa D Rising Sp l 18.00
1 JPi DMs vs Icespike 22.00
2 JPi DMs exiled to Earth 20.00
3 JPi DMs vs Humanists 50.00
4 civil war conclusion 50.00
5 JPi DMs Un ty prelude Rai ex led Eternal Warrior 12.00
6 JPi DMs Un ty ch7 D Japan 10.00
7 JPi DMs Un ty ch15 D Ran 10.00
8 JPi DMs consecr. of Unity war becomes Rai & The Future Force 10.00

RAI & THE FUTURE FORCE

VALIANT (1993-current)

previously Rai

9 1:Future Force Rai becomes team leader 3.50
9A Gold 40.00
10 vs Malev Emperor 2.25
11 Steel Legion 2.25
12 vs p rabix 2.25
13 15 ..... 2.25
16 Battle of South Am 2.25
17 JOs 2.25
18 JOs returns to Dark Continent 2.25
19 KSo DDe Magnor vs Malleys 2.25
20 DKu JOs Malev War worsens 2.25
21 DKu 1 Shewstchers,Lawra gives b rth Valiant Em il card 2.25
22 DKu Tbe The Last Day p2 ..... 2.25
23 DKu Tbe focus on Ra's son 2.25
TPB reprints Rai #0 4 bagged w/BS 40 Certificate on 11.95

RAPHAEL

MIRAGE (1985)

1 TMNT 16.00

RAVAGE 2099

MARVEL (1992-current)

1 PHy SLa 1.75
2-4 PHy SLa 1.25
5-10 ..... 1.25
11 shock'g info about family 1.25
12 PMsTSn 1.25
13 PMs TSn preq l to 2099 x-over 1.25
14 PMs TSn vs Punisher 2099 ..... 1.25
15 PMs TSn F. of the Hammer p2 ..... 1.25
16 PMs TSn new Ravage 1.25
17 PMs TSn vs Throwback 1.25
18 PMs TSn Rediand insane 1.50
19 PMs TSn vs X-11 ..... 1.50

RAVEN

RENAISSANCE COMICS

1 1 Raven 2.50
2-4 ..... 2.50
5 Devaraux's darker self grows 2.50
6 Dream creatures vs Raven 2.50
7 ..... 2.50

RAVER

MALIBU (1993-current)

1 WKo 1&0 the Raver newsstand 1.95
1A Direct Market edition prism enhanced cover 2.95
2-5 WKo 1.95

Solar, Man of the Atom #33 ... Solar the Destroyer vs. the Spider Aliens. Pretty messy stuff

WIZARD PRICE GUIDE

© DC Comics

THE RAY

DC COMICS

MINI SERIES (1992)

1 JOu JHa 1 Ray II 12.00
2 JOu JHa 8.00
3 JOu JHa 7.00
4 JOu JHa Dr Polaris 9.00
5 JOu JHa vs Polaris 4.00
6 JOu JHa 7.00

SERIES (1994)

1 HPa/RJn C/Pl vs Reimstone teams w/Superboy to Lamb J JOu cvr 2.85
1A standard edition 1.75
2 HPa/RJn C/Pl Superboy 1.75

IN A BLAZE OF POWER (1994)

TPB reprints mini series 3.95

RAY BRADBURY COMICS

TOKYO (1993-current)

1 2 2.95
3 dinosaur issue Jurassic Park preview bagged w/3 Bradbury cards Jur Park card 2.95
4 all Martian Horror issue bagged w/3 Mars Atta jks' cards 2.35

SPECIAL EDITION ILLUSTRATED MAN SPECIAL (1994)

1 w/5 editions of Bradbury stories 2.35

RAZOR

LONDON NIGHT STUDIOS

0 1st print 3.95
0A 2nd print 2.75
1 2.50
2 2.95
2A limited edition 3.95
3 JBI cvr 2.95
3A limited edition 4.95
4 TVi cvr 2.95
4A limited 4.95
5 2.95
6 EHr O Razor 2.95
7 2.95
8 EHr 2.95
ANNUAL 1 no cards 2.95

RAZORLINE THE FIRST CUT

MARVEL (1993)

1 preview of Clive Barker's universe .75

REDBLADE

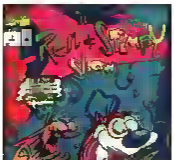
DARK HORSE (1993)

1 VGi vs Engelsa dbl gatefold cvr 2.50
2-3 VG vs Engelsa 2.50

REN & STIMPY

MARVEL (1992 current)

1A Ren Scratch & Sniff 22.00
1B Stimpy Scratch & Sniff 22.00
1C 2nd print 3.75
2 Pizza delivery, Franken Stimpy 15.00
3 Holiday story, El Supremo Ren 10.00



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REN & STIMPY #1

4 MKz DSI Where's Sl mpy? 8.00
5 MKz DSI in space 6.00
6 MKz DSI Spider Man vs Rowdered Toast Man 5.00
7 MKz DSI Official Yak Shaving Day 3.00
8 MKz DSI Mother Stimpy 2.50
9 DSI 2.50
10 MKz DSI R & S became lifeguards 2.50
11 MKz DSI stress mgmt. course 2.00
12 MKz DSI Teacher Ringo 2.00
13 MKz DSI Halloween issue 1.75
14 MKz DSI vs Disco 1.75
15 MKz DSI Ren vs Santa Claus 1.75
16 MKz DSI Elvis sighting 1.75
17 MKz DSI vs Moosehead Ed 1.75
18 MKz DSI pair joins army 1.95
19 MKz DSI pair becomes invisible! 1.95

PICK OF THE LITTER (1993)

TPB reprints #1 4 w/new material 12.95

POWDERED TOAST MAN (1993)

1 Tte DSI double sz 2.95

TASTES LIKE CHICKEN (1993)

TPB reprints #5-8 12.95

RUNNING JOKE (1993)

TPB reprints #9-12 12.95

REVENGERS/HYBRIDS

CONTINUITY

SPECIAL (1993)

1 LSI O The Hybrids 3.95

RIOT GEAR

THUDMERANT (1993 current)

1 JRi 1 Riot Gear w/coupon 2.50
2-4 JRi 2.50
5 FHi JRi vs Chyron Corp'n 2.50
6 mission of revenge continues 2.50
7 2.50
8 team gets up for the w/coupon 2.50

RIP HUNTER TIME MASTER

DC COMICS (1951-1965)

1 350.00
2 170.00
3-5 90.00
6-7 65.00
8-12 55.00
13-18 50.00
19-24 45.00
25-29 42.00

RISE OF MAGIC SPECIAL

CONTINUITY

THE CLOSING OF THE EYE (1994)

1 NAd PSh Conf w/1/2 x over book 3.95

ROBIN

DC COMICS (1991)

1 TLy CDi O Robin 5.00
1A 2nd print 2.25
1B 3rd print 1.50
2 TLy CDi 1 King Snake 3.25
2A 2nd print 1.00
3 TLy CDi A Lady Shiva 3.00
4 TLy CDi vs Lady Shiva 2.50
5 TLy CDi vs King Snake 1.75

ROBIN II JOKER'S WILD (1991)

1 TLy CDi Newsstand w/o hologram D.Mr.Freeze 1.00
1A Batman cover 1.50
1B Joker close-up cover 1.50
1C Joker in straightjacket cvr 1.50
1D Joker with video screens cvr 1.50
2 TLy CDi Newsstand Robin in school 1.00
2A Dartboard cover 1.50
2B Room of Paintings cover 1.50
2C Museum cover 1.50
3 TLy CDi Newsstand vs Joker 1.00
3A Robin sw nging cover 1.50
3B Robin on rooftop cover 1.50
4 TLy CDi Newsstand Joker defeated Batman app 1.00
4A Robin vs Joker cover 1.50

ROBIN II: COLLECTOR'S SETS (1991)

1 Collects all versions of Robin II #1 w/hologram as a card 12.00
2 all versions of Robin II #2 8.00
3 all versions of Robin II #3 6.00
4 all versions of Robin II #4 4.00
Slipcase Edition including all of the issues and trading cards 30.00

ROBIN III: CRY OF THE HUNTRESS (1992-1993)

1 TLy CDi Moving cover 2.50
1A Newsstand Mike Zeck covers 1.25
2 TLy CDi 2.50
2A Newsstand MZe cover 1.25
3 TLy CDi 2.50
3A Newsstand MZe cover 1.25
4 TLy CDi 2.50
4A Newsstand MZe cover 1.25
5 TLy CDi 2.50
5A Newsstand MZe cover 1.25
6 TLy CDi 2.50
6A Newsstand MZe cover 1.25

ROBIN: A HERO REBORN (1991)

TPB reprints Batman #455-457 Robin #1 5 schematic drawing of new Robin costume 4.95

ROBIN 3000 (1993)

1-2 CRu 4.95

ROBIN TRAGEDY & TRIUMPH (1993)

TPB reprints Detective #618-621 Robin II #1 4 cover gallery 9.95

SERIES (1993 current)

1 TGr CDi 1 Robin drives car thieves Collector's Edit on multi-colored embossed foil cvr 3.25
1A newsstand edition different cvr 1.75
2 TGr CDi vs Speedboyz 1.50
3 TGr CDi vs Clubmaster & Electroculi 1.50
4 TGr CDi Crimsler others go wild 1.50
5 TGr CDi trapped w/Clubmaster 1.50
6 TGr CDi Huntress vs Deathangel 1.50
7 TGr CDi Knightquest epilogue 1.50
ANNUAL 1 TLy JWa 2.50
ANNUAL 2 KDw CDi Bloodlines p10 Cyberrats 1 Razorsharp 2.50

ROBOCOP

MARVEL (1990-1992)

1 9.00
2 5.00
3 3.00
4-5 2.50
6-7 2.00
8-12 1.75
13-22 1.50

ROBOCOP

DARK HORSE

ROBOCOP 3 (1992)

1-3 2.50

ROBOCOP PRIME SUSPECT (1992-1993)

1-4 2.50

ROBOCOP ROULETTE (1993 current)

1 vs renegade ED 209s 2.50
2 vs mechanical enemy 2.50
3 2.50
4 2.50

ROBOCOP VS TERMINATOR

DARK HORSE (1992)

1 WS FMi 2.50
1A platinum edition 25.00
2-4 WS FMi 2.50

ROBOTECH

COMICO

MACROSS SAGA (1984-1989)

1 rare 20.00
2 6.00
3-5 4.00
6-7 3.00
8-36 2.00

ROBOTECH MASTERS (1985-1985)

1 3.00
2-25 2.25

NEW GENERATION (1985-1986)

1 2.75
2-4 2.25
5-25 2.00

ROBOTECH

ETERNITY

FIREWALKERS

1 2.50

GENESIS

1 JWi JWp O Zot trading cards 2.95
1A (2500) expanded 5.95
2 JWi JWp 2.95
3 2.95
4-6 2.50

INVID WAR

1 TEi BSp Ne Man s Land 2.50
2-10 2.50

INVID WAR AFTERMATH

1-5 2.50
6 all-new direction 2.50

LEGEND OF ZOR

1 JWi JWp trading cards 1.95
1A Limited edition 5.95

ROBOTECH II

ETERNITY

CYBER-PIRATES

1 2.25

NANDEBOOK

SC 14.95

MALCONTENT UPRISINGS

1 2.00
2-12 1.95

RETURN TO MACROSS

1 11 2.50
12 Breetai vs wrt l reality menaces 2.50
13 2.50

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YOU MISSED ...

Spawn #19 Spawn beats the piss out of the Anti Spawn and then destroys his old hometown. (Who says you can't ever go home again?)

THE SENTINELS

1 ..... 4.50
2-3 ..... 3.75
4-16 ..... 2.25
GRAPHIC NOVEL #4 ..... 9.95

THE SENTINELS BOOK II

1-21 ..... 2.50
SWIMSUIT SPECTACULAR 2.95

THE SENTINELS BOOK III (1993 current)

1 stranded on Frasos 2.50
2-5 ..... 2.50
6 RiCol Jonathan Wolff 2.50
5 ..... 2.50
6 ..... 2.50

ROCKETEER ADVENTURES

COMICO (1988-1989)

1-2 ..... 10.00

ROCKETEER SPECIAL

ECLIPSE (1984)

1 ..... 25.00

ROCK 'N ROLL COMICS

REVOLUTIONARY (1989-current)

1 LMa TLn Guns N Roses 8.00
1A 2nd print 3 p/Ace Backwords 2.50
1B 3rd print 1 p by CDa 2.50
1C 4th print LDRs 2.50
1D 5th print 2.50
1E 6th print 2.50
1F Stm TLa 7th print (all new) 2.50
2 LMa TLn Metallica 5.00
2A 2nd print 2.50
2B 3rd print EPe 2.50
2C 4th print 2.50
2D 5th print 2.50
2E LMa TLa 6th print (all new) 2.50
3 LMa TLn Bon Jovi 3.00
4 LMa TLn Motley Crue 3.00
4A 2nd print 2.50
5 LMa TLn Def Leppard 3.00
5A 2nd print 2.50
6 AKn TLo Rolling Stones 3.50
6A 2nd print 2.50
6B 3rd pr 2.50
6C 4th print 2.50
7 TLu TLo The Who 3.00
7A 2nd print 2.50
7B 3rd print 2.50
8 Sk Row (never published)
9 GFx RCo KISS,Iggie 2.75
9A 2nd print 2.50
9B 3rd print 2.50
10 GFx TLo Warrant Whitesnake 2.75
10A Warrant cover 2.75
10B 2nd print 2.50
11 GFx DHs Aerosmith p1 ..... 2.75
12 GFx RCo New Kids 7.00
12A 2nd print 2.50
13 GFx RCo Led Zappelin 2.75
14 MEr TLo Sex Pistols 2.75
15 GFx TLo Pelson 2.75
16 GFx TLo Van Halen 2.75
17 GFx TLo Marlonna 3.50
18 Sbn SSt Alice Cooper 2.25
19 MEr TLo 2 Live Crew Public Enemy 3.00
20 KLa JAs Queensryche 2.25
21 Stm TLn Prince 2.50
22 MSa JAs AC/DC 2.50
23 GFx JAs Living Colour 2.50
24 Stm SSt Anthrax 2.50
25 Stm JAs ZZ Top 2.50
26 GFx JAs the Doors 2.50
27 GFx JAs the Doors 2.50
28 MEr JAs Black Sabbath, Ozzy Osbourne 2.50
29 MEr JAs Ozzy Osbourne 2.50
30 GFx JAs The Cure 2.50
31 GFx JAs Van Ha lon 2.50
32 BLc JAs Frank Zappa 2.50
33 JCh JAs Guns N Roses 2.50
34 SPe JAs Black Crowes 2.50
35 BLc JAs R E M 2.50
36 DGr JAs Michael Jackson 2.50
37 SPe JAs Ice-T 2.50
38 TDo JAs Rod Stewart 2.50
39 JPa JAs Fall of the New Kids 2.50
40 JPa JAs N.W.A. Ice Cube 2.50
41 ASr JAs Paula Abdul 2.50
42 SPe JAs Metallica 2.50
43 JMc JAs Guns N' Roses 2.50
44 DHa JAs Sc pions 2.50
45 BLc JAs Grateful Dead 2.50
46 BLc JAs Grateful Dead 2.50
47 BLc JAs Grateful Dead, p3 ..... 2.50
48 Queen 2.50
49 Rush 2.50
50-52 BLc JAs Bob Dylan 2.50
53 BLc JAs Bruce Springsteen 2.50
54-55 JAs U2 ..... 2.50
56 GFx JAs Dav d Bowie 2.50
57 LMa JAs Aerosmith p2 ..... 2.50
58 DHa JAs Kate Bush 2.50
59 Etc Clapton 2.50
60 Generic The 70's 2.50
61 DHa Yes The 70's 2.50
62 Elton John 2.50
63 Janis Joplin 2.50
64 San Francisco of the '60s,Grat Dead,Joplin,J Airplane others 2.50
65 ..... 2.50
66 Allman Bros Lynyrd Skynyrd 2.50
67 John Mellencamp 2.50
68 Tom Petty Roy Orbison 2.50
69 Neil Young 2.50
70 JAs Police/Sting Iggy Pop 2.50
71 ..... 2.50
72 Damn Yankees,Journey Styx 2.50
SPECIAL,Women in Rock 2.50

BEST OF THE BRITISH INVASION

1 reprints best British invasion coverage from R&R Comics 2.50

ROCKO'S MODERN LIFE

MARVEL (1994 current)

1 adaptation of cartoon series 1.95

ROGAN GOSH

DC COMICS

1 RMr PMr Vertigo one-shot 5.95

ROGUE TROOPER WAR MACHINE

TUNDRA

1 DGb 14.95

RUNE

MALIBU (1994)

1 BWs CUl major Ultraverse consolidation secret revealed 2.50
1A Ultra limited ed tion 30.00
2 BWs CUl search for E Johnson 1.95
3 BWs CUl w/Ultraverse Premiere #1 ..... 3.50
4 uses computer to find twins 1.95

SABRETOOTH

MARVEL (1993)

1 MTo LHa Wolverine,die-cut cvr 6.00
2 MTo LHa Wolverine secrets of past revealed 4.50
3 MTo LHa more discoveries 3.50
4 MTo LHa final issue 3.50

SABRETOOTH CLASSICS

1 rept nts 2 Man 5 1 Fist #66 ..... 1.50
2 reps. PM & IF #78 ..... 1.50

SACHS & VIOLENS

MARVEL (1993-current)

1 GFx PGe Epic series 1:Jennifer Jean Sachs & Emile "Violens" Schelle embossed cvr 2.75
2 GFx PGa vs Michael Kilian, w/trading card 2.25
3 GFx PGa vs chilling gangsters 2.25

THE SAFEST PLACE

DARK HORSE (1993)

SC SDi's Dark Horse debut,1-shot 2.00

SAGA OF THE ORIGINAL HUMAN TORCH

MARVEL (1990)

1 RBu RTh 4.50
2 RBu RTh 3.25
3-4 RBu RTh 2.75

SAGA OF THE SWAMP THING

DC COMICS

1 D,Swamp Thing 3.00
2-13 ..... 2.00
14 15 ..... 2.50
16-19 ..... 2.25
20 DDy AMo 11.00
21 SBs AMo new origin 13.00
22-23 SBs AMo 12.00
24 SBs AMo JLA 12.00
25 SBs AMo 12.00
26-29 SBs AMo 9.00
30-33 SBs AMo 6.00
34-35 SBs AMo 3.50
36 SBs AMo 3.25
37 RVe AMo TJohn Constantine 8.00
38-40 SBs AMo 5.00
41-42 SBs AMo 2.75
43 SWo AMo 2.75
44-45 SBs AMo 2.75
ANNUAL 1 adaptation of film 2.75
ANNUAL 2 Special,Ph. Stranger Abby resurrected 5.25
ANNUAL 3 all-ages issue 2.50
TPB rep #21 27 ..... 12.95
becomes Swamp Thing

LOVE & DEATH (1990)

TPB rep 1 4 34 Ann #2 ..... 17.95

SAINT SINNER

MARVEL (1993 current)

1 MDg ELe Razor,ne III s 1 Saint Sinner,prismatic fo l cvr 2.50
2 MDg ELe Philip returns to family 1.75
3 MDg ELe moves to castle 1.75
4 MDg ELe returns to Earth 1.75
5 MDg ELe 1.75
6 MDg ELe in Ecclesphere 1.75
7 MDg ELe 1.75
8 MDg ELe 1.95

SAKER THE LOST TEXTS

COMICO

1 1,Saker black magician 3.50
2 rep nts 1 ..... 2.50

SAMUREE

CONTINUITY (1993 current)

1 2 Rise of Mag c l e-in "arcane parchment" cover 2.50
3 ..... 2.50
4 Rise of Magic fin-in 2.50
5 Rise of Magic 2.50
6 R ol Mag c vs Wat 2.50
7 vs forces of magical dimension 2.50
8 ..... 2.50
GN 1 rept nts issues #1 2 ..... 3.95
GN 2 rep nts earlier issues 3.95

SANDMAN

DC COMICS

1ST SERIES (1974 1976)

1 art by Jack Kirby 8.00
2-6 art by Jack Kirby 5.00

2ND SERIES (1989-current)

1 SKi NGa 1 New Sandman 50.00
2 SKi NGa 30.00
3 SKi NGa 25.00
4 SKi NGa 25.00
5 MDr NGa 25.00
6-7 MDr NGa 17.00
8 MDr NGa 1:Death 43.50
9 Limited Edition 160.00
9 MDr NGa Doll's House 12.00
10-14 MDr NGa Doll's House 12.00
15-16 MDr NGa Doll's House 3.00
17-18 KJo NGa Dream Country 3.00
18A edition 1 in three panels in the first page of the book very rare 50.00
19 CVe NGa 7.50
19A error switched pages 40.00
20 CDo NGa Element Girl 7.50
21 Season of Mists 7.50
22 Season of Mists 1:Daniel 10.00
23-25 Season of Mists 7.50
26-30 ..... 5.00
31 ..... 4.00
32 SMs NGa A Game of You,p1 ..... 4.00
33 SMs NGa p2 ..... 4.00
34 SMs NGa p3 ..... 4.00
35 SMs NGa p4 the Kookoo 4.00
36 SMs NGa p5 ..... 3.00
37 SMs NGa p6 ..... 2.00
38 old Russia 2.00
39 Marco Polo 2.00
40 ..... 2.00
41-45 JTh NGa end Lives 1.50
46 JTh NGa Vertigo begins 2.50
47-48 JTh NGa 1.75
49 JTh NGa 1.95
50 worry issue double sz 3.25
50A special ed Diamond Seminar giveaway limited to 5000 copies 50.00
50B Platinum (black cvr w/stars) 50.00
51 BTa/ASt NGa 8 self-contained stories,stranded travelers 1.95
52 BTa/JWk NGa mystery of Stormkeepers 1.95
53 BTa/MZu NGa Hob Gadling 1.95
54 BTa/MAl NGa 1.95
55 BTa NGa Magnith's story 1.95
56 NGa travellers stories end 1.95
57 MHn NGa Kindly Ones,p2 Daniel van shire 2.75
58 MHn NGa Kindly Ones,p2 ..... 2.50
59 MHn NGa p3 Daniel's Kraken revealed Lyta becomes Fury 1.95
60 MHn NGa p4 surprises occur 1.95
61 MHn NGa p5 The Furies attack 1.95
SPECIAL 1 RTa NGa Orpheus in Hell glow in the dark cover 3.50

A DOLL'S HOUSE (1990)

TPB rept nts #9 16 ..... 12.95

A GAME OF YOU (1993)

NG rep nts #32 37 ..... 29.95

DREAM COUNTRY (1991)

TPB rep nts #17 20 ..... 12.95

FABLES & REFLECTIONS (1993)

HC reprints various stories 29.95

PRELUDES & NOCTURNES (1991)

TPB reprints #1-8 ..... 14.95

SEASON OF MISTS

HC reprints #21 28 ..... 29.95
SC 12.95

SANDMAN MYSTERY THEATRE

DC COMICS (1993-current)

1 GDv MWa Vertigo title 2.50
2-4 ..... 1.95
5 MWa The Face,p1 ..... 1.95
6 MWa The Face,p2 ..... 1.95
7 MWa The Face p3 ..... 1.95
8 MWa The Face p4 ..... 1.95
9 MWa The Face p5 ..... 1.95
10 MWa Illegal boxing 1.95
11 MWa The Brute 1.95
12 MWa truth about Brute revealed 1.95
13 GDv MWa The Vamp,p1 ..... 1.95
14 GDv MWa The Vamp,p2 ..... 1.95
15 GDv MWa p3 ..... 1.95

SATAN'S SIX

TOPPS (1993)

1 JCy Tis 1 S Six bagged w/card 2.95
2-3 JCy Tis bagged w/cards 2.95
4 JCy Tis Jason 1 enagents p/view bagged w/3 cards 2.95

WIZARD PRICE GUIDE

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SAVAGE DRAGON

IMAGE (1992)

1 ELa ELa I Savage Dragon... Spawn four crossover 10.00
2 ELa ELa R Super Patriot 6.00
3 ELa ELa vs Redrock, with Image D coupon 6.00
3 ELa ELa vs Redrock w/o Image D coupon 2.75

SAVAGE DRAGON VS THE SAVAGE MEGATOR MAN (1993)

1 ELa WSm one-shot 1.95
1A gold foil cvr 50.00

COLLECTION

TPB collects m ni series w/10 new pgs 9.95

SERIES (1993 current)

1 ELa 1 Barbaric 1 R cochet 1.95
2 ELa Teenage M N Turtles 1 Dirt, flip book w/Vanguard preview 2.95
3 ELa 1 Lewd Bew Body Count & Bad Ugly & Mighty Man M-Man backup story vs the Fiend 1.95
4 ELa Freak Force 1.95
5 ELa Freak Force battle apart 1.95
6 ELa vs Vic s Circle & Overlord 1.95
7 ELa vs Overlord 1.95
8 ELa vs Cultheral & Hellrazor 1.95
9 ELa 1.95
10 ELa vs reader-created character 1.95

SAVAGE SWORD OF CONAN

MARVEL (1974-current)

1 JBu RTh 70.00
2 HCh SEn Black Colossus 32.00
3 TDz RTh Demons of the Summit 17.00
4 JBu RTh Iron Shadows 13.00
5 JBu RTh 10.00
9 STr RTh Sleeper 10.00
7 JBu RTh center of time 8.00
8 TCo RTh Forever Phial 6.00
9 PMa RTh Cat Goddess 7.50
10 JBu RTh Serpent of Salt 7.50
11 15 ..... 7.00
16-18 JBu RTh 6.50
19 JBu RTh Vendhya 6.00
20 JBu RTh Shiberia Shadow 5.00
21-30 ..... 5.50
31-39 ..... 5.00
40 JBu RTh A Dream of Blood (explicit nudity) 6.00
41-50 ..... 5.00
51-58 ..... 4.50
59 JBu MFi 1 Devourer of Souls 5.00
61-99 ..... 4.00
100 JBu MFi Grief Lives 5.00
101-130 ..... 4.00
131 145 ..... 3.50
150 GKw CDi The Slain 5.00
151 175 ..... 3.50
176-185 ..... 3.00
186 193 ..... 2.75
194-212 ..... 2.25
213 vs Aquila, young Kull of Atlantis 2.25
214-215 ..... 2.25
216 Vengeance of Nitocris 2.25
217 219 ..... 2.25
218 CMc RTh vs Solomon Kane 2.25
220 CMc RTh vs Hand of Nergal 2.25
221 CMc RTh becomes wolf 2.25
222 RTh Hunter of the Towers 2.25

SCARAB

DC COMICS (1993 current)

1 Vertigo title 1 Scarab 1.95
2 Phantom Stranger 1.95
3 In North Carolina town 1.95
4 vs Rathcroach 1.95
5 Eleanor's journey fallen angel 1.95
6 vs Cloryboys 1.95
7 help from Eleanor 1.95
8 Scarab & Eleanor's little mentor 1.95

SCARLET WITCH

MARVEL (mini series 1994)

1 truth tell A. Harkness vs demons 1 ..... 1.75
2 vs Master Pandemonium 1.75
3 vs Avenging West Coast 1.75
4 Spider-Woman vs the Lore 1.75

SCAVENGERS

TRIUMPHANT (1993-current)

1 FRa JPo 1 Scavengers serial numbered w/2 coupons Galactic Chronometry Your date 4.00
2 FRa w/2 coupons GOY date 2.50
3 FRa 2.50
4 FRa crew tries to repair ship 2.50
5 FRa meets Phyllenite thief 2.50
6 FRa vs Phyllen's Web 1/12 poster 2.50
7 FRa Xmas deals w/ his sons 2.50
8 FRa prob s on Retro Dry Dock 2.50
9 FRa 2.50
10 FRa focus on Xmas 2.50

LIMITED EDITION

1 w/hand-painted animal's cel sketchbook card 29.00

SCORPION CORPS

DAGGER (1993-current)

1 PDn 1 Scorpion Corps 2.75
2 PDn vs New Reich in N Germ y 2.50
3 PDn vs Reich force 2.50
4 PDn vs N Reich & Slaymasters 2.50
5 PDn 2.50
6 PDn vs Kuper Force vs Reich 2.50

SEA DEVILS

DC COMICS (1951-1967)

1 (1951) 300.00
2 ..... 150.00
3 1st 12-cent issue 100.00
4-6 ..... 75.00
7-12 ..... 45.00
13-18 ..... 40.00
19-24 ..... 30.00
25-35 ..... 25.00

SEBASTIAN O

DC COMICS (1993)

1-3 SYe GMo Vertigo title 1.95

THE SECOND LIFE OF DR. MIRAGE

VALIANT (1993-current)

1 BCh BLa vs M Dargan poster 3.00
1 Gold Edition 65.00
2 BCh BLa Demon Passage p2 ..... 2.75
3 BCh BLa the Mirages go home 2.50
4 BCh BLa supernatural murders 2.50
5 BCh BLa x-over w/Shadowman 2.50
6 BCh BLa 2.50
7 BCh BLa Dr Tempest, Valiant Era II cards 2.50
8 BCh BLa crossings for Tech 2.50
9 BCh BLa physical reunion 2.50

SECRET CITY SAGA

TOPPS (1993)

1-4 SD RTh Capt. Glory pin-blast, Nightbird-banning w/3 cards 2.95

SECRET DEFENDERS

MARVEL (1993-current)

1 ACt RTh Dr. Strange Wolverine Nomad foil-stamped cvr 2.75
2-9 ACt RTh 1.75
10 War Mach T Starlike vs Nebula 1.75
11 Starblast x-over 1.75
12 team of v lln ns prism c foil cvr 2.50
13 Thanos becomes leader 1.75
14 TGr RMz vs band of monks 1.75
15 MWy RMz Thanos SD leader 1.75
16 MWy RTh Avengers vs HWrd 1.75

SECRET ORIGINS

DC COMICS (1961)

1 one-shot 250.00

1ST SERIES

1 ..... 10.00
2 ..... 5.50
3-4 ..... 5.00
5-7 ..... 4.25

2ND SERIES

1 ..... 4.00
2 ..... 2.00
3-5 ..... 2.25
6 Golden Age Batman 4.00
7-12 ..... 2.25
13 D Nightwing 3.00
14-38 ..... 2.25
39 Animal Man 4.00
40-49 ..... 2.25
50 ..... 4.00
Annual 1 ..... 2.25
Annual 2 ..... 2.25
Annual 3 ..... 2.25
Special 1 Starlin 5.50

SECRET WARS

MARVEL (1984-1985)

1 MZe JSn 1 Beyonder R Ultron, Galactus vs Beyonder 4.00
2 MZe JSn Thing reverts back to Ben Grimm vs Magneto 2.25
3 MZe JSn Spider-Man defeats the X-Men,1 Volcana 1 Titania 2.25
4 RLa JSn Mentioule Man drops a mountain on the heroes 2.25
5 RLa JSn vs Galactus infinol 2.25
6 MZe JSn R Klaw D Wasp 1 Spider Woman II(in shadows) 2.25
7 MZe JSn 1 Spider Woman II(full) 3.00
8 MZe JSn I&D Spider-Man's alien costume,R Wasp villains lose 15.00
9 MZe JSn vs Galactus 2.00
10 MZe JSn Dr. Doom defeats Galactus and the Beyonder 2.00
11 MZe JSn Dr. Doom kills all of the superheroes 2.00
12 MZe JSn (fill size) D Beyonder, Dr. Doom defeated R Heroes, She-Hulk replaces Thing in FF 2.00
TPB reprints #1 12 ..... 19.95

SECRET WARS II (1985 1986)

1 Beyonder on Earth 2.00
2 human-term Beyonder 1.75
3 conquers Earth 1.75
4 Dazzler 1.75
5 I&D Boom Boom 2.00
6 Galactus 1.75
7 vs V llains 1.75
8 Beyonder battlerock 1.75
9 D Beyonder 2.00

SECRET WEAPONS

VALIANT (1993 current)

1 JP Coming of the Dragon Age, p1,Shadowman,Solar,Bloodshot X-O Manowar vs Dr. Eclipse 3.00
2 JP Dragon Age,13 ..... 2.50
3 JP Empirical Dynasty p1,Eternal Warrior,Arch. & Warring Coalitions vs Twisted Spacehounds 2.50
4 JP Solicitations vs Scatterbrain 2.25
5 JP Ninjak vs WEBNET 3.75
6 JP The Horror Below p1 ..... 2.25
7 JP The Horror Below p2 ..... 2.25
8 KBo JPr 2.25
9 KBo JPr turn tides to keep weapons from WEBNET Val. Era II card 2.25
10 KBo JPr vs WEBNET 2.25
11 PGr MFe new direction new team in Top Secret Magazine 2.25

SEEKER

SKY COMICS

1 Skier vs pig mauit 1 T.A.C. Force 2.50
2 ..... 2.50
3 deals w/Tiger Lee white hotel 2.50

SEX WARRIOR

DARK HORSE

1 1 Dalen, the Sex Warrior 2.50
2 vs the Steroids 2.50

SGT. FURY & HIS HOWLING COMMANDOS

MARVEL (1963-1981)

1 ..... 475.00
2 ..... 200.00
3-6 ..... 100.00
7-12 ..... 70.00
13 Capt. America 190.00
14-20 ..... 35.00
21-30 ..... 25.00
31-50 ..... 15.00
51 100 ..... 10.00
101 150 ..... 5.00
151 157 ..... 4.50
SPECIAL 1 ..... 50.00
SPECIAL 2 ..... 15.00
SPECIAL 3 ..... 10.00

MINI SERIES

1-4 ..... 2.00

2ND SERIES

1 ..... 2.50
2-10 ..... 1.50
ANNUAL 1 ..... 2.50

SGT. ROCK

DC COMICS

1ST SERIES (1977-1988)
previously Our Army at War

302 ..... 10.00
303-325 ..... 6.00
326-360 ..... 4.00
361-399 ..... 3.00
400 ..... 4.00
401-422 ..... 3.00

SGT. ROCK SPECIAL (2ND SERIES) (1988 1992)

1 ..... 3.00
1A (1992 one-shot) 4.00
2-20 ..... 2.50

SGT. ROCK'S PRIZE BATTLE TALES (1964)

1 one-shot 30.00

SHADE, THE CHANGING MAN

DC COMICS (1977 1978)

1 SD SDr 1 A.O. Shade 3.50
2 SD SDl vs Kempo 2.75
3 SD SDr 1 Cloak 2.50
4 SD SDr return to Mars 2.50
5 SD SDl vs Supreme Decider 2.50
6 SD SDr 1 Khaos 2.25
7 SD SDr vs Dr Z Z 2.25
8 SD SDr Orig n of M-Veil 2.25

2ND SERIES (1990-current)

1 CBc PMr 4.00
2 CBc PMr 3.00
3-6 CBc PMr 2.25
7 20 CBc PMr 2.00
21-31 CBc PMr 1.75
32 Vert gr begins 1.75
33 35 ..... 1.75
36 ..... 1.95
37 the Passionchild 1.95
38 The Great American Novel,p1 ..... 1.95
39 CBc PMr 1.95
40 secrets of Hotel Shade 1.95

Spider-Man #41 Spidey searches for the Chameleon, and

41-42 SDn PMi 1.95
43 SDn PMi History Lesson p1 John Constantine 1.95
44 SDn PMi History Lesson p2 ..... 1.95
45 SDn PMi History Lesson p3 ..... 1.95
46 GDI PMi Shade seeks advice 1.95
47 GDI PMi asks Lenny for help 1.95
48 PMi returns to Metis 1.95

SHADO SONG OF THE DRAGON

DC COMICS (1992)

1-4 Mtg MGr 4.95

THE SHADOW

DC COMICS (1973-1975)

1 Kaluta work 30.00
2 Kaluta work 20.00
3 Kaluta/Wrightson work 22.00
4 Kaluta work 20.00
5 ..... 10.00
6 Kaluta work 20.00
7-12 ..... 10.00

SHADOW CABINET

DC COMICS (1994)

0 Shadow War x over DC s 1st #0 ..... 2.50
1 memb rs origins revealed 1.75

SHADOWHAWK

IMAGE (1992)

1 JVa JVaWith Image 0 coupon 15.00
1A JVa JVa w/o coupon 5.50
1B Newsstand 4.50
2 JVa JVa Spawn 5.00
3 JVa JVa glow in-the-dark cvr 3.50
4 JVa JVa Savage D agon 3.00

2ND SERIES (1993)

1 JVa 4.00
2 JVa In Shadowhawk silver embossed logo 4.00
3 JVa vs Slaughter fold-up cvr featur g Shawk remov g mask 3.25
4 ..... 1.95

3RD SERIES (1993-current)

1 nthe secrets revealed 3.00
1A gold edition 4,000 copies 30.00
2 Negotiators vs Deal ne 2.75
3 teams w/Rag s vs Deadline 1.95
4 JVa age rist the L quitter 1.95
5 JVa 1.95

OUT OF THE SHADOWS (1993)

TPB JVa reprs every appearance of Shadowhawk fo l cover 10.95

THE SECRET REVEALED (1993)

TPB reprints full 2nd series Where Who Feature 12.95

SHADOWMAN

VALIANT (1992-current)

0 BHI Tilly true orig n of Shadman full-chromium wrapar d cvr 3.50
0A regular ed tion reg. cvr 2.50
1 DLr SEn 1 Shadowman 30.00
2 DLo SEn insomnia 20.00
3 MMo FFe vs Sinia 20.00
4 DLo JSh Umgadi Solar melts Shadowman Solar defeated 8.00
5 Uni ty ch14 vs Eternal Warrior and Magnus 9.00
6 Iosef Liberta 7.00
7 vs creature of the night 7.00
8 1 Master Darque 16.00
9 JSp JSp vs Sosa the Soul Eater 5.00
10-12 BHI BHI vs Master Darque 5.00
13 leaves "The Big Easy" 3.00
14 JD BHI Jack's journey beg ns 3.00
15 BHI BHI mystery in Great Plns 3.00
16 JD BHI s Dr. Mirage 3.00
17 18 JDr BHI Archer & A strong 2.50
19 JDI BHI w/Steven Tyler and Aerosmith in New Orleans 2.50
20-21 ..... 2.50
22 forced to work for Darque 2.50
23 vs Darque fi. savi Dr. M rage 2.50
24 tries to free self from Darque 2.50
25 Nightmare on Bourbon Street, Valiant Era Il card 2.50
26 vs Leland Fraser in N Orleans 2.50
27 vs Brug lord 2.50
TPB reprints #1 3 fr, w/Darque Passages comic 9.95

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SHADOW OF BATMAN

DC COMICS (1988-1989)

1 reprints Detect ve Com cs by Mnw/TAu Sfm 10.00
2-3 ..... 7.00
4 ..... 10.00
5 ..... 7.00

SHADOW OF THE BAT

DC COMICS (1992-current)

1 NBr AG The Last Arkham p1 ..... 3.00
2 NBr AGr p2 Nightfall 1.50
3 NBr AGr p3 Robin 1.50
4 NBr AGr 1.50
5 NBr AGr Black Spider 1.50
6 DJu AGr Ugly American 1.50
7-9 TSa AGr Misfits 1.75
10-13 ..... 1.75
14 NBr AGr Gotham Freaks p1 ..... 1.75
15 JSo AGr Gotham Freaks p2 ..... 1.75
16 BSi AGr The Gift s Fear p1 tie-in w/Kn ghfall, Scarecrow 3.00
17 BSi AGr p2 Knightfall tie-in Scarecrow, Anarky 2.50
18 BSi AGr p3 Knightfall tie-in 2.50
19 BSi AGr Knightquest: The Crusade p2 ..... 2.00
20 BSi AGr Kiquest The Crusade p4 vs Tally Man 2.00
21 BSi AGr Kiquest The Search, p4 Bruce in London 1.75
22 Knightquest The Search 1.75
23 Search Waynt s new ID 1.75
24 vs black mid baby-cell rg gang 1.75
25 upgrades costume Joe Public vs Commrow Mun 1.75
26 KQ The Crusade vs Clayfaces 1.75
27 ..... 1.75
28 Gordon confronts new Batman 1.75

COLLECTOR S SET

1 Issue #1 2 posters Arkham Asylum pges, sp & h 6.50

SHADOW RIDERS

MARVEL (1993 current)

1 BWn JFn Marvel UK info Cable 2.50
2 BWn JFn Cable Ghost Rider 2.50
3-4 BWn JFn Ghost Rider 1.75

SHAMAN S TEARS

IMAGE (1993-current)

1 MG 1 Joshua Brand origin story begins 3.50
2 MG Joshua Garfield, ... 2.50

SHAZAM!

DC COMICS (1973-1978)

1 ..... 4.00
2-25 ..... 2.00

MINI SERIES (1987)

1 ..... 1.50
2-4 ..... 1.25

ARCHIVES

1 ..... 49.95

SHE-HULK

MARVEL (1980-1982)

1 She-Hulk 6.00
2 10 ..... 3.00
11 12 Morbius 3.00
13-25 ..... 2.00

2ND SERIES (1989-1994)

1 Jby Jby 2.50
2-8 Jby Jby 2.25
9-30 ..... 2.25
31 Jby Jby 2.50
32 35 Jby Jby 1.75
36 Jby Jby Christmas story 1.75
37-39 Jby Jby 1.75
40 Jby Jby special nude jump-rope issue 1.75
41-49 Jby Jby 1.75
50 ..... 2.95
51 ..... 1.75
52 TMi MEn To Die & Live in L A. D She-Hulk 1.75
53 TMi MEn To Die & Live p2 ..... 1.75
54 POl MEu p3 Wonder Man 1.75
55 POl MEu p4 Wyatt kidnapped 1.75
56 POl MEu p5 reunited w/Bruce 1.75
57 POl MEu p6 Jen & Hulk vs savage She-Hulk 1.75
58 POl MEu 1.75
59 POl MEu Jen defends villains 1.75
60 POl MEu final issue 1.75
TPB reprints #1-6 ..... 12.95

CEREMONY (1989)

1-2 ..... 4.00

SHOWCASE

DC COMICS (1956-1978)

1 Firestorm 1,875.00
2 King of the Wild 225.00
3 Frogman 550.00
4 1 Silver Age Flash 16,000.00
5 Manhunters 650.00
6 1 Challengers of the Unknown 2,250.00
7 Challengers 1,100.00
8 Flash 5,800.00
9 Lois Lane 2,000.00
10 Lois Lane 1,300.00
11-12 Challengers 350.00
13 Flash 8,000.00
14 Flash 2,500.00
15 1 Space Ranger 950.00
16 Space Ranger 600.00
17 1 & D Adam Strange 1,400.00
18-19 Adam Strange 750.00
20 Rip Hunter 500.00
21 Rip Hunter 250.00
22 1 Hal Jordan as a Green Lantern 3,300.00
23-24 Green Lantern 1,000.00
25-26 Rip Hunter 175.00
27 1 Sea Devils 470.00
28-29 Sea Devils 250.00
30 Aquaman 450.00
31-32 Aquaman 250.00
33 Aquaman 250.00
34 1 Ray Palmer/Atom 1,100.00
35 Atom 550.00
36 Atom 450.00
37 1 Metal Men 400.00
38 Metal Men 300.00
39-40 Metal Men 225.00
41-42 Tommy Tomorrow 30.00
43 Dr. No (James Bond) 325.00
44 Tommy Tomorrow 55.00
45 Sgt. Rock 110.00
46-47 Tommy Tomorrow 45.00
48-49 Cave Carson 25.00
50-51 I Spy 30.00
52 Cave Carson 30.00
53-54 G I Joe 30.00
55 Dr Fate Hourman 130.00
56 Dr Fate Hourman 50.00
57 58 Enemy Ace 50.00
59 Teen Titans 65.00
60 1 Silver Age Spectre 135.00
61 Spectre 75.00
62 1 Infinitor 5 ..... 45.00
63 Infinitor 5 ..... 20.00
64 Spectre 75.00
65 Infinitor 5 ..... 20.00
66-67 Weird Beast 10.00
68-72 ..... 10.00
73 1 Creeper 65.00
74 Anthro 45.00
75 1 Hawk & Dove 60.00
76 ..... 30.00
77 1 Angel & the Ape 30.00
78 ..... 12.00
79 1 Dolphin 12.00
80 Phantom Stranger 10.00
81 ..... 7.00
82-84 Nightmaster 37.00
85 87 ..... 10.00
88-89 ..... 5.00
90-93 Manhunter 5.00
94-96 Doom Patrol 6.00
97-99 Power Girl 4.00
100 star-filled issue 4.00
101 103 Hawkman 4.00
104 O S S Spies final issue 4.00

THE ESSENTIAL SHOWCASE (1993)

VOLUME 1 1956 1965 ..... 19.95

SHOWCASE '93

DC COMICS (1993)

1-4 ..... 1.95
5 Robin 2.75
6 Robin Armor 2.75
7 Kid DMc Knightfall p13 Batman vs Two-Face Deathstroke 4.00
8 Kid DMc Knightfall p14 Batman vs Two-Face D thstroke, Fire Ice 3.75
9 BWl DMc Huntress D thstroke, Peacemaker Katana 2.25

STEEL
JUNE 1994
Steel batters Amertek's goons and steals information about who's been supply ng the local gangs with high-powered guns.

WIZARD PRICE GUIDE

10 BWI DMr Huntress Dr Light Deathstroke Peacemaker Kabrna M Manhunter 2.25
11 Rob w/W gthwing story Kabrna Dr Light Deathstroke Deadshot Peacemaker Wonder Women 2.25
12 Nghtwng Rob w/Lnt issue 1.95

SHOWCASE '94

DC COMICS (1994)

1 Joker p1 Guns 1.95
2 Joker Gunfire Blue Beetle 1.95
3 newcomers in Blackgate Prison 1.95
4 suthball game w/villains 1.95
5 PJ/JsPa CD Robin Huntress 1.95
6 PJ/JsPa CD Rob Hunt stoer p3 1.95

THE SHROUD

MARVEL (1994)

1 Spdr-Man hero's solo m-series 1.75
2 MWv MWb vs Scorpion & Mrlo 1.75
3 MWv MWb vs Cult of Kali 1.75
4 MWv MWb Spider Man vs Kali 1.75

SILVER SABLE

MARVEL (1992-current)

1 Sbl GWr vs Hydra & Iver embossed cover 2.00
2 Sbl GWr 1 Gatling 1.25
3-12 1.25
13 Sbl GWr Merc Wars p3 1.25
14 Sbl GWr Merc Wars p6 1.25
15 Sbl GWr Capt. America 1.25
16 Sbl GWr Infinity Crusade Paladin Sandman Rapture 1.25
17 Sbl GWr Infinity Crusade 1.25
18 Sbl GWr vs Venom 1.25
19 Sbl GWr Venom 1.25
20 Sbl GWr continents C IA 1.25
21 Sbl GWr spotlight on Quentine 1.25
22 Sbl GWr surprise villains 1.25
23 GWr Deadpool vs Sable 1.25
24 GWr vs Dmn 1.50
25 GWr search for father dbl sz 2.00

SILVER SURFER

MARVEL (1968-1970)

1 JBu SLe 1 Shalla-Bal O:Silver Surfer 350.00
2 JBu SLe 1 Galadon 110.00
3 JBu SLe 1 Mephisto 100.00
4 JBu SLe Thor Loki 350.00
5 JBu SLe FF Stranger 65.00
6 JBu SLe 1 Overlord 55.00
7 JBu SLe 1 Frankenstein 55.00
8 JBu SLe Mephisto 45.00
9 JBu SLe Mephisto 45.00
10 JBu SLe 1 Yano Gorl 45.00
11 JBu SLe Yano Gorl 35.00
12 JBu SLe Abomination 35.00
13 JBu SLe 1 Doomsday 35.00
14 JBu SLe Spider Man 55.00
15 JBu SLe FF 35.00
16 JBu SLe Mephisto 35.00
17 JBu SLe Mephisto 35.00
18 JBu SLe Inhumans 35.00

ONE SHOT (1987)

1 JBy Return to Zenn La 3.00

2ND SERIES (1987-current)

1 MRo SEn O Silver Surfer 10.00
2 MRo SEn Shalla Bal 6.00
3 MRo SEn R:Mantis 5.00
4 MRo SEn 1 Obliterator 5.00
5 MRo SEn vs Obliterator 5.00
6 MRo SEn O:Obliterator 4.50
7 MRo SEn Kree/Skrull war 4.50
8 MR SEn Elders 4.50
9 MRo SEn Galactus Elders 4.50
10 MRo SEn Galactus vs Elders 4.50
11 MRo SEn Nghtfl Nrva 3.00
12 MRo SEn Nghtfl Nrva 3.00
13 MRo SEn Rnnr 3.75
14 MRo SEn Surfer vs Surfer 4.25
15 RL SEn Fantastic Four 11.00
16 RL SEn vs Malice 7.00
17 RL SEn Elders 5.00
18 RL SEn Galactus vs the In-Betweener Elders 5.00
19 RL SEn Firelord Starfox 5.00
20 RL SEn Firelord Nrva 5.00
21 MRo MRo vs Obliterator 3.00
22 RL SEn vs Ego 3.00
23 RL SEn vs the Dragon 3.00
24 RL SEn Computer planet 3.00
25 RL SEn giant size Trial Super-Skrull 3.00
26 RL SEn Super-Skrull 3.00
27 RL SEn Stranger 3.00
28 RL SEn 3.00
29 RL SEn Midnight Sun 3.00
30 RL SEn Midnight Sun 3.00
31 RL SEn giant size. Stranger Living Tribunal 5.00
32 RPi JVh Mephisto 3.00
33 RL JVa Impose Ble Man 3.00
34 RL JSt R Thanos 18.00
35 RL JSt R Crax 13.00
36 RL JSt Impose Ble Man 5.00
37 RL JSt vs Drax 5.00
38 RL JSt Thanos vs Nebula 5.00
39 JSn AGr the Fight Game 5.50
40 RL JSt 1 Dynamic City 5.50
41 RL JSt unemployment 5.50
42 RL JSt the Cradle 5.50
43 RL JSt leaves Dynamic 5.50
44 RL JSt Drax vs Thanos 5.25
45 RL JSt Thanos Mephisto 5.25
46 RL JSt R:Adam Warlock 3.00
47 RL JSt Warlock vs Drax 3.00
48 RL JSt Galactus 5.25
49 RL JSt vs Thanos-beast 5.00
50 RL JSt O Silver Surfer silver embossed cover Infinity Countdt Saga begins 10.00
50A 2nd print 3.00
50b 3rd print 1.50
51 RLi RMz Galactus Nova 3.00
52 RLi RMz Firelord vs Drax 3.00
53 RLi RMz Surfer duplicate 3.00
54 RLi RMz vs Rhino 3.00
55 RLi RMz Infinity Nightmare p1 3.00
56 RLi RMz Infinity Nightmare p2 3.00
57 RLi RMz Thanos 3.00
58 TSm RMz Thanos 4.00
59 RLi RMz Thanos 4.00
60 RLi RMz Midnight Sun 2.50
61 RLi RMz Collector 1:Collect on Agency 2.50
62 RLi RMz Collection Agency 2.25
63 RLi RMz Captain Marvel Dark Silver Surfer 2.00
64 RLi RMz Dark S Surfer 2.00
65 RLi RMz Reptyl 1.75
66 SCp RMz Love & Hate, 1:Avatar 1.75
67 KWe RMz Infinity War Galactus Dr Strange 1.75
68 KWe RMz 1 Khoon Infinity War Galactus Dr Strange 1.50
69-74 1.50
75 2.50
76 1.50
77-81 1.25
82 RLi RMz Gladiator,Bela Ray 94 dbl sz 1.75
83 TCr RMz Infinity Crusade 1.25
84 CHe RMz Infinity Crusade meets parents 1.25
85 CHa RMz Infinity Crusade vs Wonder Man & Storm begins w/D:Pr magazine 2.95
85A w/D Dirt magazine 1.25
86 Mod Grd p2,Sea rky Bill 1.25
87 Warlock Dr Strange vs Thor 1.25
88 Blood & Thunder p10 1.25
89 search for Legacy 1.25
90 RMz vs Legacy 1.25
91 RLi RMz search for Shalla Bal 1.25
92 RL RMz virtual reality story 1.50
93 RLi RMz Return to Earth p1 1.50
ANNUAL 1 JSo SEn E War 3.00
ANNUAL 2 Atlantis Attacks 4.50
ANNUAL 3 JSt LSt Lifeform 4.00
ANNUAL 4 RLi RMz Kervyk 2.25
ANNUAL 5 2.25
ANNUAL 6 RMz 1 Legacy, pinup gallery, origin wizard 2.95

MINI-SERIES (1988-1989)

1 MDe vs Galactus 3.25
2 MDe vs Galactus 3.25
HC 19.95

ENSLAVERS

HC Earth invaded 19.95

HOMECOMING

GN BRe JSt return to Zenn La Moondragon 12.95

JUDGMENT DAY

GN Mephisto vs Galactus 10.95

REBIRTH OF THANOS

TPB reprints #34-38 12.95

RESURRECTION (1993)

1-4 2.50

VS DRACULA (1994)

1 reprints Tomb of Dracula #50 1.75

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SIMPSONS COMICS

BONGO COMICS (1993-current)

1 SVa/CVe Amaz g Colossal Homer flip cvr Bungoversa poster 3.50
2 vs Sideshow Bob flip cvr w/Patty & Selma's Romance Comics 1.95
3 Bart trained to theft 1.95

SIMPSONS COMICS AND STORIES

WELSH PUBLISHING (1993)

1 Polybagged 7.00
1A New Land 2.75

SIN CITY

DARK HORSE (1992)

SC FMI 15.00
HC signed & numb'd by FMI 75.95

A DAME TO KILL FOR (1993 current)

1 mini-series by FMi 4.50
2 FMI 3.50
3 FMI Dwight vs Manute for Ava 2.95
4 FMI Dwight on the run 2.95
5 FMI 2.95
6 FMI 2.95

SKIN GRAFT

DC COMICS (1993 current)

1 WPi JPr R A Tarrant (the Tattooed Man) 2.50
2-4 WPi JP 2.50

SLEEPWALKER

MARVEL (1991-1994)

1 BSi BBu 1 Sleepwalker 6.00
2 BSi BBu 1 MD S-Sail 4.50
3 BSi RBu Dream War 3.75
4 RLe BBu 1 Bookworm 3.50
5 BSi BBu Spider-Man Kingpin 3.50
6 BSi BBu Spider-Man Kingpin 3.50
7 BSi BBu Chain Gang 3.25
8 BSi BBu Deathlok 3.25
9 BSi BBu 1 Lullabye 2.50
10 BSi BBu 1 Dream Team 2.25
11 BSi BBu Ghost Rider 2.00
12 JDe BBu Nightmare 2.00
13 Color Bandage p1 2.00
14 BSi BBu p2 FF 1 Spectra 1.50
15-24 1.25
25 KKi BBu full-sized holo-grafic foil cvr dbl sz new O:Sleepwalker 2.25
26 KKi BBu new O continues 2.25
27 KKi BBu Avengers 1.25
28 KKi BBu 1 Brainstorm 1.25
29 KKi BBu K Spectra 1.25
30 KKi BBu 1.25
31 KKi BBu R Rick Sheridan 1.25
32 KKi BBu Rick's late 1.25
33 KKi BBu final issue vs Colwell & Mindspawn secrets revealed 1.25

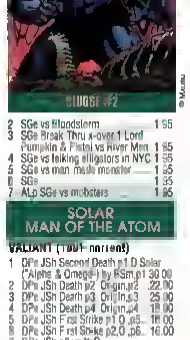
HOLIDAY SPECIAL (1992)

1 2.00

SLUDGE

MARVEL (1993-current)

1 SGe 1 Sludge 1st chapter of Rune prequel for Rune #0 2.50



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2 SGe vs Bloodstorm 1.95
3 SGe Break Thru x-over 1 Lord Pumpkin & Pistol vs River Man 1.95
4 SGe vs talking alligators in NYC 1.95
5 SGe vs man made monster 1.95
6 SGe 1.95
7 ALp SGe vs mobsters 1.95

SOLAR MAN OF THE ATOM

VALIANT (1991-current)

1 DFe JSh Second Death p1 D Solar (*Alpha & Omega*) by RSm p1 30.00
2 DFe JSh Death p2 Origin,p2 22.00
3 DFe JSh Death p3 Origin,p3 25.00
4 DFe JSh Death p4 Origin,p4 19.00
5 DFe JSh First Strike p1 O,p5 18.00
6 DFe JSh First Strike p2,O,p6 16.00
7 DFe JSh p3 vs X-O armor O,p7 16.00
8 DFe JSh First Strike p4 Origin, p8 Solar returns to Earth 16.00
9 DFe JSh God-Child O,p9 16.00
10 DFe JSh dbl sz,black embossed cvr 1 Eternal Warrior O,p10 50.00
10A 2nd print 6.50
11 SOl JSh Unity prelude Eternal Warrior vs Harbinger 13.00
12 DFe JSh Unity chs O Unity 7.00
13 Unity ch1/1 final battle w/Unity w/entire Valiant Unity 7.00
14 1 Render Solar brings Andar (new Geomancer) to Earth 20.00
15 Climax to battle w/render 18.00
16 Ala new life in Calif 4.00
17 BLa ex-moon X-O Manowar 4.00
18 vs X-O Manowar 4.00
19 virtual reality 3.50
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21 Afraid of the Darque,p1 vs Master Darque 2.25
22 Afraid of the Darque,p2 vs Master Darque 2.25
23 spirits sell into two beings 4.00
24 2.25
25 PGr KVh Coming of the Darque Age p2 2.25

Superboy gets his own cartoon show at the same time as he falls prey to the virus that's killing Metropolis's clones.

26 PGr KVh 2.25
27 PGr KVh in Australia 2.25
28 PGr KVh in space 2.25
29 PGr KVh Valiant Vision issue 2.25
30 PGr KVh vs parallel VV cover 2.25
31 PGr KVh 2.25
32 PGr KVh Homecoming 2.25
33 PGr KVh Solar the Destroyer p1, Valiant Era II card 2.25
34 PGr KVh Destroyer p2 2.25
35 PGr KVh p3 major decision 2.25
1?-40 reg int. #1-10 prices 8.95

SOLITAIRE

MALIBU (1993 current)

1 JJo vs King Pleasure bgd w/cds 2.50
1A Enhancem't Free edit'n 1.95
2 Break Thru x over vs Moon Man 1.95
3 vs Monkey Woman cult 1.95
4 1.95
5 Solitaire vs Djinn 1.95

SOLO AVENGERS

MARVEL (1987 1989)

1 MBr TDe Hawkeye stories begin 4.00
2 MBr TDe Hawkeye 2.50
3 MBr TDe Moon Knight Batroc 1.75
4 MBr TDe Hawkeye Black Knight 1.25
5 MBr TDe Scarlet Witch 1.25
6-20 1.25
becomes Avengers Spotlight

THE SOLUTION

MALIBU (1993-current)

1 DRb JHuRex Mundi Quattro, group of mercenaries 1.95
2 DRb JHu vs Quattro Rune story and #0 coupon 2.50
3 DRb JHu 1 Harmonica 1.95
4 DRb JHu 1.95
5 JHu Dropkick goes solo 1.95
6 JDs JHu Origin p1 1.95
7 JDs JHu Origin p2 1.95
8 JDs JHu Origin p3 1.95

SON OF SATAN

MARVEL (1975 1977)

1 14.00
2 O Possessor 9.00
3 8.00
4 5.50
5-8 5.00

SOUL SEARCHERS AND COMPANY

ECLIPSE (1993 current)

1 ACo PDa 1 S. Searchers & Co. preview of Phantom of Fear City 2.50
2-4 ACo PDa Fear City story 2.50
5 ACo PDa Fear City 2.95
6 ACo PDa Soulsearchers try to revive failing company 2.95
7 ACo PDa the team breaks up 2.95

SPAWN

IMAGE (1992 current)

1 TMc TMc 1 Spawn 1 P/TT (as pin up) 13.00
2 TMc TMc 1 Violator 11.00
3 TMc TMc pieces of his origin 8.50
4 TMc TMc Image 0 coupon, new powers 14.00
4A coupon cut out 5.00
5 TMc TMc 7.50
6 TMc TMc vs Overtkill 6.50
7 TMc TMc ? The Quest 4.50
8 TMc AMo FMi poster 3.50
9 TMc NGa Angela JLe poster 3.25
10 TMc DSi Cerebus 3.00
11 TMc FMi GDa poster 2.75
12 TMc 1 Mc Chapel revealed to be Al Simmons' killer 2.50
13 TMc TMc Spawn vs Chapel 2.50
14 TMc TMc R Violator 1.95
15 TMc 1 Mc Violator 1.95
16-17 GCp GMe 3.00
18 GCp GMe 2.50
19 TMc TMc 1 The Freak 1.95
20-21 TMc TMc 1.95

CAPITAL CITY COLLECTION

1 special glassiany reprints early Spawn issues 220.00

SPAWN/BATMAN: RED SCARE
(IMAGE/DC) (1994)

1 3.95

SPECIAL MARVEL EDITION

MARVEL (1971-1974)

1 4.00
2-4 3.50
5-14 2.25
15 1 Shang-Chi (The Master of Kung Fu) 21.00
16 Shang Chi 1 M dsign 17.00
becomes Master of Kung Fu

SPECTACULAR SPIDER-MAN

MARVEL

MAGAZINE (1968)

1 JRo SLe vs 1&D Richard M Raleigh 1&D Dr Thaxton 50.00
2 JRo SLe Green Goblin 70.00

REG SERIES (1976-current)

1 SBu GCy vs Tarantula 45.00
2 16.00
3 SBu JSh Tarantula,Lightmaster 12.00
4 12.00
5 SBu AGo Vulture Hitman 12.00
6 11.00
7 SBu AGo Morbius Empathoid 16.00
8 SBu AGo Morbius D'Empath'd 15.00
9 SBu BMa 1 color White Tiger 8.00
10 SBu BMa White Tiger 7.00
11 7.00
12 1 Razorback (shadow) 7.00
13 SBu BMa 1 Razorback (full) vs Hate-Monger 7.00
14 SBu BMa Razorback,Hate-Monger revealed as Man-Beast 7.00
15 SBu BMa Razorback vs Man Beast 7.00
16 SBu BMa Beetle 7.00
17 SBu BMa Angel vs Iceman 8.00
18 SBu BMa Angel vs Iceman 8.00
19 SBu BMa vs Lightmaster and Enforcers 7.00
20 SBu BMa Lightmaster 7.00
21 JMo BMa vs Scorpion 8.00
22 Moon Knight 9.00
23 8.00
24 FSp BMa 1 Hypo Hustler 7.00
25 JMo BMa vs Carrion,Masked Marauder Carrion 7.00
26 JMo BMa Daredevil 6.00
27 FMi BMa O Daredevil 1st Frank Miller Daredevil ever 17.00
28 FMi BMa Daredevil Carrion 14.00
29-37 4.50
38 Morbius 5.00
39 JMo BMa Schizoid Man Spidey transformed into Lizard 4.50
40 FSp BMa Spider-Lizard 4.50
41-55 4.50
56 JMo BSt Jack-O-Lantern 15.00
57 JMo BSt Killer Shrike 4.50
58 JBy BSt Beetle Ringer 4.50
59 JMo BSt Beetle Gibbon 4.00
60 JMo BSt O Spidey dbl sz 5.50
61-63 4.00
64 1 Cloak & Dagger 15.00
65 BHi BMa Kraven 1 Calypso 3.50
66-68 3.00
69 EHa BMa Cloak & Dagger Silvermane 9.00
70 EHa BMa Cloak & Dagger Silvermane 9.00
71-74 3.50
75 AMi BMa Black Cat The Owl, Dr Octopus 5.00
76 AMi BMa Black Cat shot 3.50
77-79 3.50
80 BFr BMa O J Jonah Jameson 3.50
81 AM BMa Punisher,Kingpin, Cloak & Dagger 14.00
82 AM BMa Punisher vs Kingpin Cloak & Dagger 14.00
83 GLa BMa Black Cat, trial of the Punisher 9.00
84 3.00
85 Hobgoblin 27.00
86-89 3.00
90 AM AMi 1 Black Costume in Spectacular Spider-Man 5.00
91 AMi AMi Blob D Unue 4.50
92 AMi AMi 1 Answer 4.00
93-97 3.00
98 1 Spot 4.00
99 HTr AMi the Spot 3.00
100 Kingpin 5.00
101 2.75
102 LLe CBu Killer Shrike 2.75
103 2.75
104 VGi BMa Rocket Racer 1 Bounty Hunter 2.75
105 LMc PDa Wasp,Paladin 2.75
106 Paladin Wasp 2.75
107 RBu PDa The Death Of Jean DeWolff p1 Matt Merdock 3.25
108 RBu PDa p2 Stan Carter 2.75
109 RBu PDa p3,Daredevil 2.75
110-111 2.75
112 MBe PDa Santa Claus 2.75
113 BMc PDa Boarding House 2.75
114 JBz LKa phony Spider Man 2.75
115 Dr Strange 2.75
116 RBu PDa Sabretooth 1 Alexander 5.00
117 RBu PDa missing in action Black Cat Dr. Strange 2.75
118 MZe PDa S.H.I.E.L.D. 2.75
119 RBu PDa Sabretooth vs Black Cat 6.00
120-124 2.75
125-126 Spider Woman 2.50
127 2.50
128 AKu PDa DD,Silver Sable, 1 Black Cat's new costume 3.00
129 AKu PDa vs Foreigner 2.50
130 2.50
131 MZe JDm Kraven's Last Hunt p3 Kraven vs Vermin 9.00
132 MZe JDm Kraven's Last Hunt p6 vs Vermin 9.00
133 CMa ANo I Am Spider p3 7.00
134 SBu PDa Return of the Sin-Eater p1 3.00
135 SBu PDa Return of the Sin-Eater p2,Electro 3.00
136 SBu PDa p3 D-Sin Eater 3.00
137-138 Captain America, Tarantula 5.00
139 SBu GCy Tombstone 3.00
140 SBu GCy Punisher Tombstone 7.00
141 SBu GCy Punisher 7.00
142 SBu GCy Punisher Persuader Tombstone 7.00
143 SBu GCy Punisher 7.00
144 SBu GCy 1 Janowitz, Boomerang 3.00
145 SBu GCy Boomerang 1 Kristy Watson 3.00
146 SBu GCy Inferno 3.00
147 SBu GCy 1 Demonic Hobgoblin Inferno 18.00
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149 SBu GCy O Carrion 1 Carrion II 4.00
150 SBu GCy Inst/Joe Robertson 3.00
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156 SBu GCy Banjo Bug Eye 3.00
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160 SBu GCy Dr Doom 1am-1 Rhino Hydro Man Shocker 6.50
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164 SBu GCy Beetle 2.25
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167 SBu GCy Knight & Fogg 2.25
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169 SBu GCy 1 Outlaws,Avengers 3.00
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171 SBu GCy vs Puma 2.75
172 SBu GCy vs Puma 2.75
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174 SBu GCy Dr. Octopus 1.75
175 SBu DMi Dr Octopus 1.75
176 SBu KRu 1 Corona 2.25
177 SBu KRu Corona 2.25
178 SBu JDm Vermin The Child Within p1 1.75
179 SBu JDm p2 Vermin 1.75
180 SBu JDm p3 R.Green Goblin 1.75
181 SBu JDm p4 Green Goblin 1.75
182 SBu JDm p5 Green Goblin 1.75
183 1.75
184 SBu JDm Green Goblin, Molten Man 1.50
185 SBu JDm 1 Walrus,Frog Man 1.50
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198-199 X-Men 2.00
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202 Maximum Carnage p3 1.25
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ANNUAL 3 JSr DKr Man Wolf 4.50
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ANNUAL 6 MBe PDa ACE 4.25
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ANNUAL 9 DBe/MBe GCy Atlantis Attacks 4.00
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ANNUAL 11 2.00
ANNUAL 12 2.25
ANNUAL 13 JBe JDm polybagged w/card 1 Nocturne 2.95

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THE SPECTRE

DC COMICS (1967 1969)

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2-5 NAd 40.00
6-8 20.00
9 BWr 22.00
10 final issue 18.00

2ND SERIES (1987 1989)

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2 GCo DMe 2.75
3-9 2.00
10-11 Batman Millenium 1.75
12-30 1.75

Supergirl #5 Supergirl learns that Lex Luthor II has been using her for his protomatter experiments.

WIZARD PRICE GUIDE

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ANNUAL 1 2.50

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2 2Ma JOe 2.50
3-6 1Ma JOe 2.00
7 7Ma JOe 1.75
8 1Ma JOe glow-in-the-dark cvr 2.50
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15 1Ma F Stranger Demon 1.75
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18 1Ma finds human race guilty 1.75
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SPIDER-MAN

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1A Black cover bagged 25.00
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1C Green cover w/UPC 12.00
1D Green cover bagged 6.00
1E Green cvr w/UPC bagged 15.00
1F Platinum cover 300.00
1G 2nd print Gold cover 6.00
1H 2nd print Gold cvr w/UPC 18.00
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4 1McMc p4 Lizard O Calypso 5.00
5 1McMc p5 vs Calypso 5.00
6 1McMc G n der Hobgoblin 6.00
7 1McMc C R der vs Hobgoblin 6.00
8 1McMc Wolverine, Perceptions p1 5.00
9 1McMc p2 Wolves Wendigo 4.00
10 1McMc p3 sig nal munkers Wolverine vs Wendigo 4.00
11 1McMc p4 Wolverine 4.00
12 1McMc p5 Wolverine 4.00
13 1McMc Sub City p1 Menhius 6.00
14 1McMc p2 Menhius & the tromblers 6.00
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22 ELa ELa p5 Sleepwalks Ghost Rider Deathlok 2.00
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24 LAx MMa Infinity War Hobgoblin 1.75
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26 4.00
27 34 1.75
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MARVEL (1987)

1 DSp DMr TV show adaptation 1 Fivestar (outside of regular Marvel Universe) Marvel 5.00

SPIDER-MAN BOOKS

MARVEL

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TPB repr Amaz Spid #320-325 14.95

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TPB reprints 12.95

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15 reprints Amazing S-Man #14 metallic ink cvr 18-pg book 2.95
15A regular edition 1.25

SPIDER-MAN MUTANT AGENDA

MARVEL (1994)

0 SKo SGr keepsake edition for crossover w/comic strip 1.25
1 SKo SGr Part 1 of crossover 1.75
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SPIDER-MAN SAGA

MARVEL

1-3 Spider-Man history 2.95
4 Hobgoblin to Venom 2.95

SPIDER-MAN 2099

MARVEL (1992 current)

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1 RLe PDa Origin cont'd 3.00
3 2.50
4 2.00
5-10 1.50
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1 RLi TDe Maximum Carnage p1 Carnage changes 4.50
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3 RLi TDe Doc Octopus past 3.95
4 RLi TDa 3.95
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SPIDER-MAN VS DRACULA

MARVEL (1994)

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MARVEL (1987)

1 MBr JOw D Hobgoblin 25.00
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MARVEL (1994)

1 FBr KRu sam up mini-series 1.95
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SPIDER WOMAN

MARVEL

SERIES (1978-1983)

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2-12 2.50
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38 1.Stryn X-Men 4.50
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3-11 1.75
12 AKu HMa gt w/-in-the-dark cvr 2.95
13 AKu HMa M dn ght Massacre p5 Darkhold Envelope cvr 2.25
14 MMn HMa Road to Vengeance p1 Lost pt Blaze s powers & appear changes, sign ink cvr 1.75
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16 1.75
17 Siege of Darkness p8 1.75
18 1.75
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20 Blaze teams w/Vengeance 1 Ghost Battalion 1.75
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IMAGE (1993)

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MARVEL

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2 4 BRe MBe 2.50

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MARVEL (1985-1986)

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3 BHl MGn 2.50
4-5 BHl MGn 2.25
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11 PRy MGn 2.00
12 PRy MGn several char's die 3.25

DEATH OF A UNIVERSE

GN PRy MGn more char's die 9.95

STANLEY & HIS MONSTER

DC COMICS (1993)

1-3 1.50

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MARVEL (1994-current)

1 cosmic-oriented Marvel x-over 2.00
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3 Starblast p4 New Universe 1.75
4 concln changes in New Univ 1.75

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DC COMICS (1993 current)

1 mini series focussing on new S.T.A.R. Labs 1.50
2 two scientists become Fus ion 1.50
3 1 ferocious 1.50
4 Nitrok created 1.50
5 Trauma created 1.50
6 final issue reveals origin forces 1.50

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32-36 65.00
37-48 55.00
49-60 50.00
61-93 45.00
94 80.00
95-99 60.00

SUPERMAN 167 Bizarro dies just as Lois Lane discovers that Luthor II s actually the old Luthor in a cloned body

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93 ... 30.00
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139 O.Enemy Ace ... 45.00
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147 150 ... 15.00
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152-153 ... 10.00
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155 ... 10.00
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162-175 ... 3.00
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DC COMICS (1984-1989)

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TPB Reprints ... 19.95

MODALA IMPERATIVE (1991)

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TPB ... 19.95

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II Search for Spock ... 1.50
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V Final Frontier ... 2.00
VI Undiscovered Country ... 2.95
VI(A) Prest ge Format ... 5.95

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1pc EBa sc ns $11 (3 iss) #43 $5/# 55

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GOLD KEY (1967-1979)

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2 photo cvr ... 200.00
3-6 photo cvr ... 150.00
7-9 photo cvr ... 125.00
10-12 ... 60.00
13-24 ... 50.00
25-36 ... 40.00
37-60 ... 25.00
61 final issue ... 25.00

STAR TREK

MARVEL (1980-1982)

1 1980-1982 series ... 5.00
2 ... 3.50
3-11 ... 2.50

STAR TREK DEEP SPACE NINE

MALIBU (1993-current)

1 from TV series,Direct Mkt. edition,regular cvr ... 3.00
1A Newsstand ed. photo cvr ... 1.95
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2-3 ... 2.50
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STAR TREK THE NEXT GENERATION

DC COMICS

MINI-SERIES (1988)

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2 ... 9.00
3-6 ... 4.00

REG SERIES (1989-current)

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3 ... 6.50
4-6 ... 5.00
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13-30 ... 3.00
31-38 ... 2.50
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47 The Worst of Both Worlds p1 ... 2.00
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49 Worlds,p3 ... 2.00
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53 Picard fights for Worf & Troi ... 1.75
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56 crew members transformed ... 1.75
57 members attempt to escape ... 1.75
58 Picard's race qua nat time ... 1.75
59 Oh Hdren of Chaos p1 ... 1.75
60 Oh Hdren,p2 search for crew ... 1.75
ANNUAL 1 ... 3.00
ANNUAL 2 ... 3.50
SPECIAL 1 3 new stories ... 3.50

MODALA IMPERATIVE (1991)

1-4 Spock & McCoy ... 1.75

STAR WARS

MARVEL(1977-1986)

1 ... 20.00
1A 35-cent cover w/UPC code ... 375.00
2 ... 6.00
3-6 ... 6.00
7-12 ... 3.00
13-24 ... 2.50
25-40 ... 1.75
41-66 ... 1.50
51-106 ... 1.50
107 WPa final issue ... 1.75
ANNUAL 1 ... 3.00
ANNUAL 2-3 ... 2.50

STAR WARS

MARVEL UK

1 ... 2.95

STAR WARS

DARK HORSE

1-3 UK Edition ... 2.95

STAR WARS DARK EMPIRE

DARK HORSE (1992)

1 DKe TVe sequel to Return of The Jedi ... 30.00
2 DKe TVe scarcer ... 38.00
3 DKe TVe ... 15.00
4-5 DKe TVe ... 12.00
6 DVe TVe ... 10.00

STAR WARS DROIDS

DARK HORSE (1994-current)

1 ongo series for CARTOON NETWORK ... 2.95

STAR WARS TALES OF THE JEDI

DARK HORSE (1993-1994)

1 ... 5.00
2 ... 4.00
3 ... 3.50
4 ... 2.50
5 DRc TVe Norm vs Saggs ... 2.50
6 DRc TVe ... 2.50

STAR

MAJESTIC (1993-current)

1 1 S T A T fight for Dumbbruck ... 2.25
2 teammates fight each other ... 2.25
3 Knck & W Wade vs Hall ne & Cr tical Mass ... 2.50
4 Knck gu ys AWOL ... 2.50
5 spacesh p s l uation ... 2.50

STATIC

DC COMICS (1993-current)

1 O rlnc Mc Kc ell i m D Static ... 3.50
1A Newsstand edition ... 1.50
1B Platinum Edition ... 30.00
2-3 ... 1.50
4 Hallocaust ... 1.50
5 vs mall shoplifters ... 1.50
6-7 ... 1.50
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9 vs Virus ... 1.50
10 vs Puff ... 1.50
11 vs Cal & Puff ... 1.50
12 I Jovr de ... 1.50
13 vs Ilow de Chuck s tale Jfy cvr ... 1.50

STEEL

DC COMICS (1993-current)

1 J&g LSr solo ser s for J H lenns ... 1.50
2 J&g LSr n m odile of gang war ... 1.50
3 J&g LSr vs Ameritek ... 1.50
4 J&g LSr vs Tar-aHkt ... 1.50
5 J&g LSr vs his nephew ... 1.50

STORMWATCH

IMAGE (1993-current)

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6 Heroes Requiem,p1 ... 1.95
7 ... 1.95
8 S'Watch teams w/RipClaw ... 1.95
9 R S'Watch Prime,1 Defile ... 1.95

SOURCEBOOK

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YEARBOOK

1 team seen in other d mensions ... 3.50

STRANGE ADVENTURES

DC COMICS (1950-1973)

1 Movie photo cvr ... 1,500.00
2 ... 800.00
3-6 ... 500.00
7-10 ... 400.00
9 1st Captain Comet ... 800.00
10-12 ... 400.00
13-18 ... 300.00
19-24 ... 250.00
25-36 ... 200.00
37-38 ... 175.00
39 Satisfaction issue ... 250.00
40-48 ... 175.00
49 Last Capt. Comet story ... 175.00
50-53 ... 110.00
54 1st Code-approved issue ... 180.00
55-75 ... 70.00
76-89 ... 50.00
90 anniv issue ... 75.00
101-110 ... 30.00
117 1st Atomic Knights ... 325.00
118-119 ... 30.00
120 Atomic Knights ... 130.00
121-122 ... 30.00
123 Atomic Knights ... 30.00
124-125 ... 25.00
126 Atomic Knights ... 30.00
127-128 ... 25.00
129 Atomic Knights ... 40.00
130-131 ... 25.00
132 Atomic Knights ... 40.00
133-134 ... 25.00
135 Atomic Knights ... 40.00
136-137 ... 25.00
138 Atomic Knights ... 40.00
139-140 ... 25.00
141 Atomic Knights ... 40.00
142-143 ... 20.00
144 Atomic Knights ... 40.00
145-146 ... 20.00
147 Atomic Knights ... 40.00
148-149 ... 20.00
150 Atomic Knights ... 33.00
151-152 ... 20.00
153 Atomic Knights ... 27.00
154-155 ... 20.00
156 Atomic Knights ... 27.00
157-159 ... 20.00
160 Star Rovers ... 20.00
160 Atomic Knights ... 27.00
161-162 ... 11.00
163 Star Rovers ... 11.00
164-176 ... 11.00
177 O Immortal Man ... 11.00
178-179 ... 11.00
180 1&O An mal Man ... 100.00
181-183 ... 8.00
184 Animal Man ... 110.00
185-189 ... 8.00
190 1 Animal Man in costume ... 125.00
191-194 ... 4.00
195 Animal Man ... 75.00
196-200 ... 4.00
201 Animal Man ... 75.00
202-204 ... 4.00
205 1&O Deadman ... 45.00
206 ... 32.00
207-210 ... 23.00
211-216 ... 16.00
217 Adam Strange ... 4.00
218-221 ... 4.00
222 Adam Strange ... 10.00
223-225 ... 4.00
226 Adam Strange last story ... 4.00
227-244 ... 4.00

STRANGE COMBAT TALES

MARVEL (1993-current)

1 OMw ASuRSI Ep c series war stories,1 Julian Drake ... 2.50
2 ... 2.50
3 ... 2.50

THE STRANGERS

MARVEL (1993-current)

1 RHo SEa 1 Atom Rob Electrowulfe, Grimade Lady Killer Spectral Zip Zap & Yrlm O Nightman ... 5.50
1B hologram edition ... 50.00
1C Ultra-1 mited/fil l edition ... 30.00
2 RHo SEn bagged w/Ultrav card ... 5.00
3 RHo SEn vs TNTNT ... 3.00
4 RHo SEn Hurricane x-over,p2 ... 2.75
5 RHo SEn vs Deathwish ... 2.75
6 RHo SEn vs Deathwish Trial officially joins team ... 2.25
7 RHo SEa Prologue x-over 1 Supra Emp re 7 ... 1.95
8 quest for Yrlm s orig n beg ns ... 1.95
9 RHo SEn vs Jolly Roger ... 1.95
10 RHo SEn ... 1.95
11 RHo SEn in Alderson Disk ... 1.95

STRANGE TALES

MARVEL (1951-1968)

1 ... 1,100.00
2 ... 500.00

SUPERMAN: The Man of Steel #33 A huge, juiced-up Supes must go into outer space to avoid destroying the world with his enhanced powers.

WIZARD PRICE GUIDE

3-6 ... 350.00
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35 1st Code-approved issue ... 175.00
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67-78 art by Ditko & Kirby 95.00
79 art by Ditko & Kirby; Dr Strange reprint 125.00
80 art by Ditko & Kirby 95.00
81-83 art by Ditko & Kirby 80.00
84 art by Ditko & Kirby; Magneto reprint 125.00
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95-96 70.00
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102 225.00
103 JKI 160.00
104 JKI 1-Page Pin Pin 150.00
105 160.00
106 110.00
107 Human Torch vs Namor 150.00
108-109 110.00
110 1 Dr Strange 720.00
111 Dr Strange 1 Baron Mordo 210.00
112-113 80.00
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115 O Dr Strange 300.00
116 Thing 70.00
117 Evil 60.00
118 1st Dr. Strange cover, Fantastic 75.00
119 75.00
120 60.00
121 Plantman 45.00
122 45.00
123 Beetle, Lee 45.00
124 40.00
125 35.00
126 1 Dormammu 40.00
127 Dormammu 35.00
128 Quicksilver/S Witch 35.00
129 35.00
130 Beetles 40.00
131 133 25.00
134 Watcher H Torch ends 25.00
135 1&O Nick Fury,B.N. Fury 65.00
136 JKI 25.00
137 Mr Fantastic 35.00
138-140 JKI 25.00
141 JKI 1 Flyer 25.00
142-145 JKI Flyer 25.00
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147-148 JK AIM vs SHIELD 25.00
149 JKI AIM vs SHIELD 22.00
150 JKI 1 Umar 22.00
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157 JSI 1 Living Tribunal 25.00
158 JSI Living Tribunal 20.00
159 JSI 20.00
160 JSI Mo do Captain Amer 20.00
161 JSI Captain America 20.00
162 JSI Captain America 20.00
163-166 JSI 20.00
167 JSI 30.00
168 20.00

2ND SERIES (1973 1976)

169-177 3.50
178 1 Magus O Adam Warlock 30.00
178-181 A Warlock & Pt 15.00
182-187 reprints 3.50
188 final issue 3.50
ANNUAL 1 250.00
ANNUAL 2 325.00

3RD SERIES (1987-1988)

1-2 Cloak & Dagger Dr Strange 1.25
3-7 Nightmare vs Strange 1.25
8 Cloak & Dagger 1.25
9-11 Mr Jip 1.25
12 Cloak & Dagger 1.25
13-14 Punisher app 1.75
15-18 Cloak & Dagger,Dr. Strge 1.25

STRANGE WORLDS

MARVEL (1958 1959)

1 300.00
2 150.00
3 150.00
4 140.00
5 125.00

STREETS

DC COMICS (1993)

1 JEs JHu 1 N ck Darrow 4.95
2 RDr JHu 1 Eric Foster con-art 4.95
3 4.95

STRYFE S STRIKE FILE

MARVEL (1993)

1 various artists info on X-characters 2.00
1A gold logo 2nd print 1.75

STUPID

IMAGE

1 Spawn parody 1.00
2 Savage Dragon parody 3-D edition w/glasses 2.00
2A regular edition 1.95

STUPID HEROES

MIRAGE

1 1 Stupid Heroes 2.75
2,3 2.75

STYGMATA

EXPRESS/ENTITY (1994-current)

0 1 Stygmata foil-enhanced cvr 2.95

SUB MARINER

MARVEL (1968 1974)

1 JBu RTh O Sub Mariner 130.00
2 JBu RTh Inhumans 45.00
3 JBu RTh Plantman 25.00
4 JBu RTh Lord Seth 25.00
5 JBu RTh 1 Tiger Shark 30.00
6-10 20.00
11-13 15.00
14 MSe RTh Re-Intro Teen 35.00
16-18 14.00
19 MSe RTh 1 Stingray 18.00
20-22 14.00
23 MSe RTh 1 Orka 8.00
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25 SBu RTh O Atlantis 8.00
26 SBu RTh D-Red Haven 8.00
27 SBu RTh 1 Commander Kraken 12.00
28 SBu RTh Brutvac 12.00
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40 GCo RTh Spider Man 10.00
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50 BEv BEv 1 Namorita 7.00
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52-66 5.00
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68-72 5.00
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SPECIAL 2 reprints Tales to Astonish #74-76 8.00

MINI-SERIES (1990-1992)

1-12 1.75

SUBURBAN JERSEY NINJA SHE-DEVILS

MARVEL

1 ACo SGe comic parody 1.50

SUICIDE SQUAD

DC COMICS (1987-1992)

1 LMc JOs Legends 3.25
2 LMc JOs vs Jihad 1.75
3 LMc JOs vs Female Furies 1.75
4-8 LMc JOs 1.75
9 LMc JOs Millenium 1.75
10 LMc JOs Batman 2.50
11 12 LMc JOs 1.75
13 LMc JOs JLI 3.25
14-15 LMc JOs 1.75
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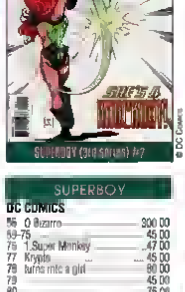
59-61 Clr JOs Superman Batman Arkham Asylum 1.25
62-65 1.25
66 final issue 1.25
ANNUAL 1 2.25



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SUPERBOY

DC COMICS

76 O Bizarro 300.00
77-78 45.00
79 1 Super Monkey 47.00
77 Krypto 45.00
78 turns into a girl 80.00
79 45.00
80 75.00
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83-85 34.00
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101 117 10.00
118 11 Lightning Lass 10.00
119-120 10.00
121-123 7.00
124 1 Insect Queen 7.00
125-128 6.00
129 9.00
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138 9.00
139-144 5.00
145-147 4.00
148 1 Elite giant size,Legion 3.00
149-155 5.00
156 giant size 7.00
157-164 4.00
165 giant size 6.00
166-168 4.00
169-173 3.00
174 giant size 6.00
175-176 3.00
177 vs Luthor Leg on bkup 1.75
178 turns into various monsters 2.25
179-182 1.75
183 185 2.25
186-165 1.75
166 helps race car driver 2.50
ANNUAL 1 75.00
becomes Superboy and the L O S H.

2ND SERIES (1990 1991)

1 inspired by TV show 1.50
2 1.25
3-14 1.00
becomes Adventures of Superboy

3RD SERIES (1994 current)

1 TGr KKe solo series begins 2.50
2 Superman in Hawaii 1.75
3 TGr KKe vs Knockout 1.50
3 TGr KKe vs Scavenger 1.50
4 TGr KKe la d.g.f cartoon show 1.50
5 TGr KKe vs Silversword 1.50

SUPERBOY SPECIAL

1 Lana Lang,Superman stranded 1.25

SUPERBOY AND THE LEGION OF SUPER HEROES

DC COMICS

previously Superboy

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198-199 2.50
200 5.00
201-202 2.50
203 Invisible Kid 3.50
204-210 3.00
211-225 2.25
226-227 2.00
228 2.25
229-236 2.00
237 2.50
238-239 1.25
240 1&O Devinister 2.00
241 247 1.25
248-258 1.75
becomes Legion of Super Heroes

SUPERGIRL

DC COMICS (1994 current)

1 JBr RSi solo mini-series for new Supergirl 2.00
2 JBr RSi discovers Lex's mind-Pty 1.50
3 JBr RSi major transformation 1.50
4 JBr RSi Supergirl strikes back 1.50

SUPERGIRL/TEAM LUTHOR SPECIAL

DC COMICS (1993)

1 2.50

SUPERMAN

DC COMICS (1955 1986)

100 850.00
101 Rainbow Doom 175.00
102 Midget Menace 175.00
103 Mr. Mxyzptlk 175.00
104 175.00
105 Mr Mxyzptlk 175.00
106 Lex Luthor 175.00
107 106 175.00
110 Defeat of Superman 175.00
111 Superman s duplicate 150.00
112 Luthor 150.00
113-116 150.00
117 Luthor 150.00
118 The Death of Superman 150.00
119 Second Superman 150.00
120 Superman marries 150.00
121 122 125.00
123 Superg'rl try-out 150.00
124-126 125.00

YOU MISSED

Supreme #10 Supreme relates his origin on national TV (and looks like a total jerk) just as Quantum breaks out of prison

127 1&D Titans 125.00
128 vs the Futuriemen 125.00
129 1 Let Lemaire 125.00
130 ..... 125.00
131 ..... 90.00
132 Batman, Inc. 80.00
133 ..... 80.00
134 Supergirl 80.00
135-139 ..... 90.00
140 1 Bizarro Jr 100.00
141 return to Krypton 65.00
142-143 ..... 65.00
144 Superboy 65.00
145 ..... 65.00
146 the glory 80.00
147 1 Adult Legion 80.00
148 Mxyzptlk 65.00
149 Legion 72.00
150-151 ..... 45.00
152 Legion 45.00
153-154 ..... 45.00
155-156 Legion 45.00
157 1 Gold Kryptonite 45.00
158 1 Flamebird Nightwing 45.00
159-160 ..... 45.00
161 D The Kents 45.00
162 Superman Red & Blue 45.00
163 Godly Superman 32.00
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165 1 Sally Selwyn 32.00
166 ..... 32.00
167 Brainiac & Luthor team-up 50.00
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173 Batman 32.00
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175 Luthor 32.00
176 ..... 32.00
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223 Galactus,Supergirl 14.00
224 1 Lois On 14.00
225-226 ..... 14.00
227 80 Pg Gnt. All Kryptonian Issue 20.00
228-229 ..... 14.00
230-231 Luthor 14.00
232 80 Pg Gnt. All Kryptonian Issue 20.00
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241 244 ..... 5.00
245 ..... 7.00
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247 ..... 4.00
248 Luthor 4.00
249 NAd 1 Terra Man 6.00
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252 NAd cover 100 pg 7.00
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254 CSw DOn Clark's private life 5.00
255 256 CSw 3.25
258 Terra-Man 3.25
260 ..... 3.25
261 267 CSw CBa 3.00
268 CSw CBa Batgirl 3.00
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273-275 ..... 2.50
276 1 Captain Thunder 2.50
277 CSw EMa 2.50
278 CSw CBa Terra-Man 4.00

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281 1 Vartox 1.75
282-283 ..... 1.75
284 CSw CBa Pete Ross 4.00
285-291 ..... 1.50
292 O Lex Luthor 2.00
293-299 ..... 1.75
300 CSw CBa Superman 2001 ..... 6.00
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311 CSw Flash 1.75
312-313 CSw Supergirl 1.75
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324 Atomic Skull 1.50
325-329 ..... 1.50
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332 CSw 1.50
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344 CSw Phantom Stranger 1.50
345-349 ..... 1.50
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357 CSw Superman 2020 ..... 1.50
358-359 CSw 1.50
360 CSw World of Krypton 1.50
361 366 ..... 1.50
367 CSw Wld. of Krypton 1.50
368-371 ..... 1.50
372 CSw Superman 2021 ..... 1.50
373-375 Vartox 1.50
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377 CSw Terra Man 1.50
378-379 CSw 1.50
380-382 CSw Vartox 1.50
383-399 ..... 1.50
400 Anniversary issue,1by FMI,MRo HCh,JKi BRo,JSe,WSt BSt 4.00
401-411 ..... 1.50
412-413 Luthor 1.50
414-415 Crisis,Supergirl 1.50
416-422 ..... 1.50
423 CSW AMo Last story p1 ..... 6.00
ANNUAL 1 ..... 350.00
ANNUAL 2 ..... 200.00
ANNUAL 3 ..... 150.00
ANNUAL 4 ..... 125.00
ANNUAL 5 ..... 85.00
ANNUAL 6 ..... 75.00
ANNUAL 7 ..... 55.00
ANNUAL 8 ..... 45.00
ANNUAL 9-11 ..... 5.00
ANNUAL 12 ..... 3.00
SPECIAL 1 ..... 8.25
became Adventures of Superman

2ND SERIES (1987-current)

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2 Jly Jly 10 Revealed 2.25
3 Jly Jly Legends x-over Darkse 4 ..... 2.25
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6 Jly Jly 1 Axxar 2.00
7 Jly Jly 1 Rampage 2.50
8 Jly Jly vs L O S.H. 2.00
9 Jly Jly Jokar 4.00
10 Jly Jly powers berserk 2.00
11 Jly Jly Mr Mxyzptlk 2.00
12 Jly Jly D.Lon Lemarle 3.00
13 Jly Jly Millennium 2.25
14 Jly Jly Green Lantern 2.25
15 Jly Jly 1 Skyhook 2.00
16 Jly Jly Prankster 1.75
17 Jly Jly Silver Banshee 1.75
18 MMI Jly Hawkman Hawkwoman & Krypton 1.75
19 Jly Jly 1 Pre-Prion 1 Dreadnought,Supergirl 2.00
20 Jly Jly Dawn Patrol Supergirl 1.75
21 Jly Jly Alternate universe 1.75
22 Jly Jly Superman kills Phantom Zone villains 2.00
23 MMI RSI Batman O S Iver Banshee 2.00
24 KGa RSI Rampage 1.75
25 KGa RSI Phantoms 1.75
26 KGa RSI Invasion 1.75
27 KGa RSI Invasion, Gangbuster vs Guardian 1.75
28 KGa RSI exiled to space 1.75
29 DJu DJu Weird Bringer 1.75
30 KGa RSI hostile takeover 1.75
31 32 ..... 1.75
34 KGa,JOr O.S.D.Skyhook 1.75
35 CSw JOr Black Racer 1.75
36 JOr JOr Prankster 1.75
37 JOr JOr Project Cadmus 1.75
38 JOr JOr Hydrax 1.75
39 KGa JOr Mr Oliver 1.75
40 JOr JOr vs four-armed terror 1.75
41 JOr JOr Luthor 3.00
42 JOr JOr vs Dragon, Krypton Man p1 ..... 1.75
43 JOr JOr Krypton Man 1.75
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50 poster by KEa & PLa, gold ink-enhanced cvr 1.50
51 ..... 1.25
52 R Scombug & Wyrm 1.25
53 54 ..... 1.25
55 Terracide p1 D Mutantimals 1.25
56-57 ..... 1.25
58 How the Turtles got their masks 1.25
SPECIAL 1-4 ..... 2.50
SPECIAL 5-5 ..... 1.95
SPECIAL 7 Monsterox 1.95
SPECIAL 8 ..... 1.95
SPECIAL W Jim cover 1 Mole 1.95

THAT MEET THE CONSERVATION CORPS (1992)

1 ..... 2.50

MUTANT UNIVERSE SOURCEBOOK

1 A through M 1.95
2 N R ough Z 1.95

TEENAGE MUTANT NINJA TURTLES PRESENTS

ARCHIE

APRIL O NEIL (1993)

1 2 ..... 1.25

THE MAY EAST SAGA

1-3 ..... 1.25

MEHOUSE & MICHAELANGELO (1993)

1 vs K Jaw Armagdon 1.25

TEENAGENTS

TOPPS (1993-current)

1 MVo KBu 1 The Teenagents gaggel w/3 cards 2.00
2-4 ..... 2.95

TEEN TITANS

DC COMICS (1966-1978)

1 NCa BHe Place Corps 150.00
2 NCa BHa 1 Titan Lair 70.00
3 NCa BHa dropouts 35.00
4 NCa BHa Olympics 35.00
5 NCa BHa 1 The Ant 35.00
6 BMo BHa Dead Boy 35.00
7 NCa BHa smugglers 25.00
8 BMo BHa Honey Sun 25.00
9 BMo BHa pirates 25.00
10 BMo BHa 0 kins 25.00
11 BMo BHa Speedy 25.00
12 BMo BHa space DJ 25.00
13 NCa BHa Christmas 15.00
14 NCa BHa Gargoyle 15.00
15 LEi BHa runaway 15.00
16 NCa BHa alone 15.00
17 NCa BHa the Queen 15.00
18 SOr MWn 1 Starfire 1 ..... 15.00
19 GKa MFr J Speedy 10.00
20 NAd NAd Fat Cat 22.00
21 NAd NAd Hawk & Dove 22.00
22 NAd NAd D Wonder G H 1st 12-cent issue 22.00
23 GKa BHy new Wonder Girl costume Venusians 10.00
24 GKa BHy skating mystery 10.00
25 NCa RKe JLA,J Hawk & Dove 1 Lilith Clay 10.00
26 NCa RKe n "Hells Corner" 1&J Malcolm Mad Duncan 10.00
27 CIn RKe telepathic aliens 10.00
28 NCa SSK Aquaboi 10.00
29 NCa SSK vs Ocean Master 10.00
30 NCa SSK sonic sins 10.00
31 GTu SSK student riots 7.00
32 NCa SSK time travel,1 Gnarrk 7.00
33 GTu BHy J Gnarrk 7.00
34 GTu BHy demon worshippers 7.00
35 GTu BHy vs Calibans 7.00
36 GTu BHy D Caliban 7.00
37 GTu BHy 1 Four Horsemen of the Apocalypse 7.00
38 GTu BHy secret fears 7.00
39 GTu BHy Chief Tuxha 7.00
40 ASI BHy vs Black Mamy 7.00
41 ASI BHy voodoo phantasms 7.00
42 ASI BHy Lord Radio 7.00
43 ASI BHy (1173 iss.) Mowilliga 7.00
44 PMa Ce Mal becomes the Guardian II vs Dr Lujik (1979) 5.00
45 INo BHo angel of death 5.00
46 INo BHo J Joker's Daughter 5.00
47 BMo BHo Two-Face 5.00
48 JOo BHo 1 Sunbitches Joker's Daughter new Harlequin 6 ..... 10.00
49 JOo BHo O&J Sumbitches 5.00
50 DHe BHo Ball G II Golden Eagle Beast Boy,Titans West 10.00
51 DHe BHo Pillars West 5.00
52 DHe BHo Caleb n Calamity 5.00
53 JOo BHo O Then Titans JLA 10.00

TEEN TITANS SPOTLIGHT

DC COMICS (1986-1988)

1 DCw MWo Starfire 2.00
2-13 ..... 1.25
14 Nightwing Batman 1.25
15-21 ..... 1.25

TELL ME DARK

DC COMICS (1993)

GN man s search for lover 14.95

TERMINAL POINT

DARK HORSE

1 2 ..... 2.50

TERMINATOR

NOW (1988-1989)

1 ..... 15.00
2 ..... 10.00
3-4 ..... 5.00
5-17 ..... 3.00

THE BURNING EARTH (1990)

1 ..... 5.00
2 ..... 4.00
3 5 ..... 3.75

TERMINATOR

DARK HORSE (1990)

1 CWa JAr 5.00
2 CWa JAr 4.00
3-4 CWa JAr 3.00

ENDGAME(1992)

1 3 JGw JHo 2.50

ENEMY WITHIN (1991-1992)

1 VGi Ed 3.00
2 VGi Ed future humans arrive 2.75
3 VGi Ed 2.50
4 VGi Ed 2.50

HUNTERS & KILLERS (1992)

1 3 ..... 2.50

ONE-SHOT (1991)

1 MWn JAr 5.95

SECONDARY OBJECTIVES (1991)

1 PGu DOb 3.00
2-4 PGu JHo 2.75
TPB rep #1-4 ..... 13.00

TEMPEST

TPB rep Terminator #1-4 ..... 12.95

TERMINATOR 2

MARVEL (1991)

1 3 Mov + Arbeitation 1.00

TERRARISTS

MARVEL (1993-current)

1 TSn PMs 1 Terrarists w/card 2.50
2 TSn PMs w/card 2.50
3 TSn PMs Tsn n Diredive mysty 2.50
4-7 TSn PMs 2.50

THOR #364

TERROR INC

MARVEL (1992-current)

1 JZa DOh vs Beelzebool 2.50
2 10 ..... 1.75
11 RPc DOh Merc Wars p1 ..... 1.75
12 RPc DOh Merc Wars p4 ..... 1.75
13 RPc DOh G K dar Jal Crusade 1.75

THANOS QUEST

MARVEL (1990)

1 RLi JSt Thanos vs Elders 14.00
1A 2nd print 4.95
2 RLi JSt Thanos vs Elders 1 Him by Gauntlet 16.00
2A 2nd print 4.95

THE THING

MARVEL (1983-1986)

1 RWi Jby 2.50
2 10 ..... 1.50
11-36 ..... 1.25

THE THING FROM ANOTHER WORLD

DARK HORSE (1991-1992)

1 JHe CPl sequel to The Thing 3.00
2 JHe CPl Nuclear Submarine, D Chrids 3.00

CLIMATE OF FEAR (1992)

1-4 JAr 2.50

ETERNAL VOWS (1993-1994)

1 PGu DOb 2.50
2 secrets of Thing s true nature 2.50
3 PGu DOb Thing vs MacReady 2.50
4 PGu DOb 2.50

THOR

MARVEL (1966-current)

† previously Journey into Mystery

126 Hercules 90.00
127 128 Hercules 40.00
129 Eares 40.00
130 Hercules 40.00
131 1 Colonizers 40.00
132 1 Ego 40.00
133 Ego vs Thor 35.00
134 1 High Evolutionary 50.00
135 O High Evolutionary 40.00
136 Off 40.00
137 1 Ulik 40.00
138 Sif 40.00
139 vs Ulik 40.00
140 vs Growing Man 40.00
141 145 ..... 30.00
146 B&O p1 Inhumans 30.00
147 O p2 Inhumans 30.00
148 O p1 Black Bolt 30.00
149 O p2 E. Bolt O Medusa 30.00
150-157 ..... 30.00
158 O p1 Don Blake 65.00
159 O p2 Don Blake 30.00
160 1 Travaine 30.00
161 vs Galactus-Ego 22.00
162 O p1 Galactus 30.00
163 164 ..... 20.00
165 Him/Warlock 45.00
166 vs Him/Warlock 35.00
167 Sif 18.00
168 O p2 Galactus 30.00
169 O p3 Galactus 30.00
170-174 ..... 18.00
175 Fall of Asgard vs Surtur 18.00
176-177 vs Surtur 18.00
178-179 ..... 15.00
180-181 NAd vs Loki 12.00
182 183 vs Dr Doom 5.00
184 192 ..... 5.00
193 vs Silver Surfer,giant sz 30.00
194-199 ..... 5.00
200 Ragnarok 6.00
201 R Odin 5.00
202 210 ..... 3.50
211 1 Protector 3.50
220 vs Avalon 3.50
221-224 ..... 3.00
225 1 Firelord 6.00
226 Firelord Galactus Watcher 6.00
227 250 ..... 3.00
250 1 Doomsday Star 5.00
251 273 ..... 3.00
274 D Balder the Brave 3.00
275 vs Loki 3.00
276 Loki s trial 3.00
277 283 ..... 3.00
284 D Odin Asgard 3.00

War Machine !!... Cable fights War Machine to a stalemate, and Deathlok arrives to team up with both of them to break someone out of prison

298 I.Fatnir ... 3.00
299-2? ... 3.00
299 vs Fatnir ... 3.00
299 Valkyrie ... 3.00
300 double sun,D Odin,Dodmyar D.Asgard,D Uni-Mind ... 6.00
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306 1.19 Air-Walker,D Firelord ... 5.00
307-335 ... 3.00
337 WSI WSI 1 Beta Ray Bill ... 6.00
338 WSI WSI 0 Beta Ray Bill ... 5.00
339 WSI WSI 1 Storm Rinaldo ... 3.50
340-346 WSI WSI ... 3.00

346 WSI WSI D-Odin ... 2.50
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353 WSI WSI D-Odin ... 2.50
354-372 WSI WSI ... 2.50
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374 WSI WSI X Factor ... 3.00
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382 annual issue vs Frost Giants ... 3.00
383 Secret Wars II ... 3.00
384 RFr TDe 1 Future Thor ... 5.00
385-386 ... 2.00
387-399 RFr TDe ... 1.75
391 RFr TDe 1 Eric Masterson (Thunderstrike) ... 5.00
392-399 RFr TDe ... 1.75
400 RFr TDe double size ... 5.00
401-410 RFr TDe ... 1.50
411 RFr TDe 1 New Warriors ... 3.00
412 RFr TDe New Warriors ... 20.00
413-418 RFr TDe ... 1.50
419 RFr TDe 9 Black Galaxy Saga ... 1.50
420-426 RFr TDe ... 1.50
427-428 RFr TDe Excalibur ... 1.50
429-430 RFr TDe Ghost rider ... 3.00
431 RFr TDe vs Lord Ulik ... 1.50
432 RFr TDe 1 New Thor D Loki ... 3.00
433 RFr TDe New Thor ... 6.50
434-435 RFr TDe ... 3.50
436-437 RFr TDe ... 1.50
438-439 RFr TDe Future Thor ... 1.50
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444 RFr TDe vs the Grinch who stole Christmas ... 1.75
445 Galactic Storm Galactor Avengers ... 1.50
446-449 ... 1.25
450 RFr TDe dbl gatefold cvr (pol sz, rep. Journey into Mys. #87 ... 2.50
451-456 ... 1.25
457 RFr TDe Drig. Thor returns ... 1.25
458 RFr TDe vs Eric ... 1.25
459 RFr TDe 1 Eric as Thunderstrike ... 1.25
460-461 RFr TDe ... 1.25
462-463 ... 1.25
464 BZl RMz Dat Infinity Cruse Lokit 2.25
465 BZl RMz Infinity Crusade ... 1.25
466 BZl RMz Infinity Cr vs Drax ... 1.25
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468 BZl RMz Mad God,pt,Silver Surfer Warlock & Inf Watch bagged w/Dart magazine ... 2.95
469 BZl RMz crazed Thor vs Infin by Watch ... 1.25
470 BZl RMz Blood & Thunder pt 1 ... 2.25
471 BZl RMz B & T pt 3 (pulse) ... 1.25
472 BZl RMz aftermath B & T ... 1.25
473 BZl RMz vs Loki ... 1.25
474 BZl RMz vs the Flame ... 1.50
475 MWy RTh vs High Evolutionary new costume,multi-level cvr ... 2.95
475A regular edition ... 2.50
ANNUAL 2 ... 45.00
ANNUAL 3 ... 12.00
ANNUAL 4 ... 10.00
ANNUAL 5-6 ... 9.00
ANNUAL 7 ... 8.00
ANNUAL 8-12 ... 7.00
ANNUAL 13 ... 6.00
ANNUAL 14 ... 5.50
ANNUAL 15 ... 5.00
ANNUAL 16-17 ... 2.25
ANNUAL 18 TGg RMr 1.Flame, bagged w/card ... 2.95
GIANT-SIZE 1 ... 15.00

AGAINST THE CELESTIALS (1992)
TPB reprints Thor #387-389 ... 5.95

BALLAD OF BETA RAY BILL
TPB reprints ... 3.95

GODS WOULD DESTROY
GN Pnp ... 5.95

THOR COMICS

MARVEL (1993-current)
1 PGl TDe Thor,Thunderstrike, B.Ray Bill,Dragon Dimensnal ... 1.75
2 PGl TDe Franklin Richards Invaders,Machine Man ... 1.75
3 PGl TDe Spider-Man 2099 ... 1.75
Doubleday of the Gal.others ... 1.75
4 PGl TDe Thor joins the Corps ... 1.75

THE THREE MUSKETEERS

MARVEL (1993)
1 adaptation of film ... 1.50
2 ... 1.50

THUNDERSTRIKE

MARVEL (1993 current)
1 RFr 1 De Eric Masterson's new identity 1.Carpick dbl sz,foil cvr ... 2.95
2 RFr 1 De vs Juggs naut ... 1.25
3 RFr 1 De 1 Sangre ... 1.25
4 RFr TDe Spider Man 1 Pandora ... 1.25
5 RFr TDe N Fury Spider-Man ... 1.25
6 RFr TDe vs Blackwolf ... 1.25
7 RFr TDe 1 nal battle w/Pandora ... 1.25
8 RFr TDe 1 Ottie,2 ZERO ... 1.50
9 RFr TDe R Bloodaxe ... 1.50

THE TICK

NEW ENGLAND COMICS (1988-current)
1 ... 22.00
2 ... 13.00
3-4 ... 6.00
5-8 ... 4.50
9A no logo ... 12.00
9-10 ... 3.00
11-12 ... 2.75

TIMBER WOLF

DC COMICS (1992-1993)
1 JPh AG 1 new T Well from Leg'n 1.75
2-5 JRn AGd ... 1.25

TIME MASTER

CONTINUITY
1 1.T Marter R of Magic,lee-n ... 2.50
2 R.of Magic,joins Hyde for battle 2.50
3 battle w/Lords of Chaos ... 2.50
4 ... 2.50

TIMESTRYKE

MARVEL
1-2 ... 1.95

TOMB OF DRACULA

MARVEL (1972-1979)
1 GCo GCy ... 70.00
2 GCo GCy ... 35.00
3-5 GCo ... 22.00
6-10 GCo ... 20.00
11-20 GCo MWo ... 15.00
21-49 GCo MWo ... 9.00
50 GCo MWo ... 22.00
51-69 GCo MWo ... 7.00
70 GCo MWo D Dracula ... 7.00

MINI SERIES (1991-1992)
1 4 GCo MWo GCo ... 4.95

TRANSFORMERS GENERATION 2

MARVEL (1993-current)
1 DYa SFu truth about Tformers new powers & armor double sz foil-stamped gatefold cvr ... 2.95
1A newsstand edition reg cvr ... 1.75
2 DYa SFu battle on Earth ... 1.75
3 DYa SFu D Prime s premonition ... 1.75
4 DYa SFu Grimlock leads group ... 1.75
5 DYa SFu myst cal look at TFs ... 1.75
6 DYa SFu D Prime vs Megatron ... 1.75
7 DYa SFu ... 1.75
8 DYa SFu DP Prime vs Megatron ... 1.75

TRENCHER

IMAGE (1993-current)
1 KGi 1 Gordon 1 rencher ... 1.95
2 KGi vs Cher Noble Supreme ... 1.95
3 KG vs Supreme ... 1.95
4 KGi 1 Nigel r Alperton world's smallest Elvis impersonator ... 1.95

TRIBE

IMAGE (1993)
1 1 Tribe ... 2.50
1A Ivory edition ... 25.00

AXIS (1993-current)
1 ... 2.50
2 1 "Crush" Velvet ... 2.50
3 vs Euron in 1 Lord Blues ... 1.95

TRIUMPHANT UNLEASHED

TRIUMPHANT (1993 current)
0 The Ascension cornerstone break ... 2.50
1 After the Ascension 1/12 poster ... 2.50
2-3 ... 2.50

TROLL

IMAGE (1993 current)
1 RLd 1 Troll ... 2.50

THE TROUBLE WITH GIRLS

MARVEL
1 Mini series w/super-agent Lesley Girls ... 2.50
2-4 ... 1.95

TUROK DINOSAUR HUNTER

VALIANT (1993 current)
1 BSe DMr vs 8 dinosaurs w/Chromium/embossed cover ... 3.50
1A gold edition ... 15.00
2 BSe DMr ... 2.50
3 DMr ... 2.50
4 RMb TTr Turok's Native American heritage explored ... 2.50
5 RMb TTr Andar ... 2.50
6 RMb TTr vs Longhunter ... 2.50
7 TTr TTr ... 2.50
8 TTr TTr vs Spider People ... 2.50
9 TTr TTr races to save Regan ... 2.50
10 RMb MBo ... 2.50
11 RMb MBo vs Chin Yen's pet dragon Valiant Era II card ... 2.50
12 RMb MBo vs Chun Yen ... 2.50
13 RMb TTr vs Cagle in hell ... 2.50

TUROK SON OF STONE

DELL/GOLD KEY (1954-1966)
1 #596 on cover 1 Turok ... 385.00
2 #666 on cover ... 250.00
3-5 ... 175.00
6 ... 175.00
7-12 ... 110.00
13-18 ... 90.00
19-24 ... 60.00
25-40 ... 50.00
41-45 ... 30.00
46-60 ... 25.00
61-70 ... 18.00
71-84 ... 12.00
85-125 ... 6.00
Giant Size 1 ... 60.00

WHITMAN (1981-1982)
126-130 ... 6.00

2099 UNLIMITED

MARVEL (1993 current)
1 1 Hulk 2099 vs Mulagan ... 4.50
2 Hulk 2099 Sp der Man 2099 ... 3.95
3 Hulk & Spider-Man 2099 ... 3.95
4 Hulk 2099 vs berserker ... 3.95

2112

DARK HORSE
PF JBy Jay,post-Next Men ... 16.00

TWILIGHT PEOPLE

CALIBER PRESS
1 MRc 1 Corey & Max ne ... 2.95

TWILIGHT ZONE

NOW (1990)
1 ... 8.00
1A prestige format ... 6.00

2ND SERIES (1991-1992)
1A prestige format ... 2.25
2 ... 5.50
2 ... 1.95
3 NDw 1 Ca prehistoric war ... 1.95
4 JWr CDi biker from hell ... 1.95
5-6 ... 1.95
7 Ghost Horse ... 1.95
8 ... 1.95
9 ... 2.50
10-14 ... 1.95

3RD SERIES (1993-current)
1-9 ... 2.50

ANNIVERSARY SPECIAL (1992)
1 ... 2.50

COMPUTER SPECIAL
1 PMc Newsstand version of #2(foil sadles), w/computer-gen c vers ... 2.50

SCIENCE FICTION SPECIAL
1 ... 3.50

3-D WINTER SPECIAL
1 ... 2.95

ULTRAMAN

HARVEY (1993 current)
1-3 ECn DMc Dit Japanese hero ... 2.50
1A-3A Newsstand ... 1.75

ULTRAMAN

NOW

3-D SPECIAL
1 Holographic cvr (3-D w/glasses) 3.50

ULTRAVERSE

MALIBU
0 insert w/optional pin-back ... 20.00

UNDERSTANDING COMICS

KITCHEN SINK
1 guide to read-ng comics ... 15.95
1A 2nd printing,diherent cvr logo ... 1.95

UNEXPECTED

DC COMICS (1956-1982)
formerly Tales of the Unexpected
105 ... 15.00
106-113 ... 10.00
114-131 ... 6.00
132-138 48-pg issues ... 4.00
139-156 ... 3.00
157-162 100-pg issues ... 5.00
163-196 ... 3.00
197-105 54-pg issues ... 3.00
106-222 ... 1.00

UNION

IMAGE (1993 current)
1 MTe 1 Union,StormWatch ... 2.50
2 MTe MHs in NYC vs the Quickness ... 1.95
3 MTe MHs more about his past ... 1.95
4 MTe MHs vs vampire lr home ... 1.95
5 MTe MHs ... 1.95

UNITY

VALIANT (1992)
0 BWs JSn Unity pt,special free give-away issue ... 10.00
0A Red bar version ... 75.00
0B Gold bar vers en ... 75.00
1 BWs BLa epilogue to Unity ... 10.00
1A platinum cover ... 100.00
1B gold cover ... 75.00
Limited TPb Volume 1 ... 125.00
Limited TPb Volume 2 ... 120.00
Limited TPb Set ... 200.00

UNTAMED

MARVEL (1993)
1 NHa 1 Grahm Palmer embossed cover ... 2.50
2-3 NHa ... 1.95

UNTOLD LEGEND OF BATMAN

DC COMICS (1980)
1 JBy ... 7.00
2-3 JBy ... 5.50

URBAN DECAY

ANGELS PRESS (1994-current)
1 cyberpunk team in future world cover by MTe poster by JKa ... 2.95
2 ... 2.95

WIZARD PRICE GUIDE

U.S. AGENT

MARVEL (1993)

1 O.U.S.Agent vs Scourge ... 1.75
2 ... 1.75
3 captured/drugged by Scourge ... 1.75
4 vs Bloodstone secret of all Scourges revealed major change in U.S.Agent ... 1.75

VALERIA, THE SHE-BAT

CONTINUITY (1993-current)

1 ... 10.00
1A Gold Edition ... 40.00
2 ... 2.50

© DC Comics

VALOR

DC COMICS (1992-current)

1-2 MBr RFi ... 1.25
3-5 RFi ... 1.25
6-5 ... 1.25
10 secrets of off G. Lantern revealed vs The Unimaginable ... 1.25
11 ... 1.25
12 MWd D.D.A. p1 ... 1.25
13 MWd D.D.A. p2 returns to Dakam ... 1.50
14 CDo MWd p3 ... 1.50
15 CDo MWd p4 back in Earth JLA ... 1.50
16 CDo MWd p5 Legionnaires ... 1.50
17 CDo MWd p6 D. Valor ... 1.50
18 CDo MWd a/earth of V's death ... 1.50
19 CDo MWd Legionnaires ... 1.50
20 CDo MWd/Kitu works to repair Lightning Lass Mem ... 1.50

THE VAMPIRE COMPANION

INNOVATION

1 ... 3.00
2-4 ... 2.50

THE VAMPIRE LESTAT

INNOVATION (1990-1991)

1 ... 30.00
2 ... 14.00
3-5 ... 9.00
6-8 ... 6.00
10 ... 5.00
11-12 ... 4.00
TPB reprints #1-12 ... 24.95

VAMPIRELLA

WARREN (1969-1983)

1 I Vampirella ... 150.00
2 ... 45.00
3 ... 150.00
4-7 ... 30.00
8 ... 15.00
9 ... 35.00
10 No Vampirella ... 15.00
11-12 ... 20.00
13-18 ... 15.00
19 ... 20.00
20-24 ... 13.00
25-26 ... 11.00
27 ... 10.00
28-36 ... 11.00
37 ... 9.00
38-48 ... 6.00
49-49 ... 4.00
49-99 ... 2.50
100 ... 4.00
101-110 ... 2.00
111 ... 3.00
112 ... 2.00
113 ... 1.75
ANNUAL 1 ... 10.00

VAMPIRELLA

DARK HORSE

1-4 KBu ... 4.50
5 ... 4.50

TIME & SPACE (1993)

TPB reprints 1970s stories ... 12.95

VAMPIRELLA

HARRIS

1 ... 32.00
1A 2nd printing ... 10.00
2 ... 22.00
3 ... 10.00
4 ... 6.00
5 ... 5.00
Limited TPB ... 35.00

VANGUARD

IMAGE (1993-current)

1 vs Supreme ... 1.95
2 ... 1.95
3 JMd vs Savage Dragon ... 1.95
4 RLe ELa S. Dr. Wally goes wild ... 1.95
5 AMe ELa vs Berserker ... 1.95
6 ELa the Imaginaut ... 1.95
7 Jlo ... 1.95

VENGEANCE OF VAMPIRELLA

HARRIS (1994-current)

1 BUb TSg vs cold stalker & Hemoglobin to lov-gal JOe/JBi ... 3.50

VENOM

MARVEL (1993)

1 MBa DMi Hole-Grafx cover ... 5.00
1A Gold cvr ... 60.00
1B Black cvr ... 250.00
2 MBa DMi ... 3.50
3 MBa DMi ... 3.25
4-6 RLi DMi ... 3.25

THE ENEMY WITHIN (1994-current)

1 SMc BJo ... 2.95
2 SMc BJo Morbius Demogoblin ... 2.95
3 SMc BJo vs Peterbrine's invasion ... 2.95

FUNERAL PYRE (1993)

1 TLy CPo Punisher bronze holo-grafx flaming foil cvr ... 2.95
2 TLy CPo Punisher T Pyre ... 2.95
3 TLy CPo Punisher vs Venom, team up against Pyre ... 2.95

THE MACE (1994-current)

1 LSh CPo T Mace techno-n n.a ... 2.95
2 LSh/RNe CPo Venom vs Mace ... 2.95

THE MADNESS (1993-1994)

1 KJo ANo multi-embossed cvr ... 2.95
2 KJo ANo vs Jugg naut & S Tom 2.95
3 KJo ANo vs Juggernaut ... 2.95

VERTIGO JAM

DC COMICS (1993)

1 sampler of Vertigo's core titles with stories by various writers/artists ... 3.95

VERTIGO VISIONS

DC COMICS

THE GEEK (1993)

1 MAl Brother Power ... 3.50

PHANTOM STRANGER (1993)

1 GDv ANw Stranger's secrets ... 3.50

VINTAGE MAGNUS ROBOT FIGHTER

VALIANT (1992)

1 reprints Magnus Robot Fighter 4000AD #1 (Gold Key) ... 5.00
2 rep. 4000AD #3 ... 4.00
3 rep. 4000AD #13 ... 5.50
4 rep. 4000AD #15 ... 5.00

THE VORTEX

DARK HORSE (1993)

1 JOs o.s.m. to 1 logo on cvr ... 2.00

W

AXIS (1994-current)

1 BGe ZMd 1 Wong ch reporting ... 1.95

WAR DANCER

DEFIANT (1994-current)

1 JMz AWe Defiant's centerpiece title 1 War Dancer ... 2.50
2 JMz AWe 1 Billy Ballistic ... 2.50
3 AMe AWe 1 Scooter ... 2.50

WARHEADS

MARVEL (1992-current)

1 GEs NV Wolverine ... 2.50
2-13 ... 1.75
14 SJa CHo final issue ... 1.75

BLACK DAWN

1 CAd CHo Ghost Rider Morbius red metal cvr w/embossed logo ... 2.95
2 CAd CHo Lord of the Vampires ... 1.75

WARHIDE

MARVEL

1 Marvel UK bk 1 Warhide ... 1.95
2-4 ... 1.95

WARLOCK

MARVEL (1972-1975)

1 ... 38.00
2-3 ... 17.00
4-8 ... 12.00
9 ... 14.00
10 ... 32.00
11 ... 27.00
12-14 ... 13.00
16 ... 32.00

2ND SERIES (1982-1983)

1 reprint ... 3.50
2-6 reprint ... 2.50

WARLOCK & THE INFINITY WATCH

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YOU MISS IT
Wonder Woman #84
Diana beats up Vanessa's kidnappers like the weenies they are

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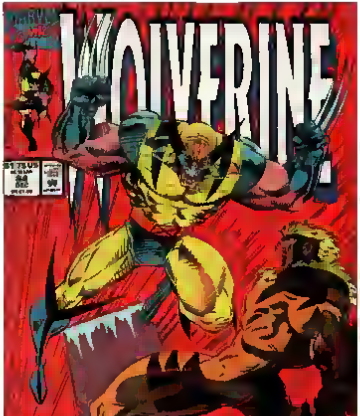

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MARVEL

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X-FORCE

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UNCANNY X-MEN #200

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X-MEN

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X-MEN #31 Matsu'o kills Kwannon just as Spiral meets up with Archangel and Psylocke in the X-Men's backyard

216 JGu CCI CrimsonCmndr ... 5.00
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220 CCI ... 5.00
221 MSr CCI Sabretooth Marauders 1 Mr S mstr ... 8.00
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223 CCI Freedom Force ... 5.00
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225 CCI Fall/Mutants 1:Reme ... 8.50
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230-238 CCI ... 5.00
240-241 CCI Inferno ... 5.00
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243 MSr CCI Inferno X-Factor Mr Sinister Sabretooth ... 5.00
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261 MSr CCI 1 Hardcase 1 Harriers ... 4.50
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263 BJe CCI D Forge,Jean Grey Masque ... 4.50
264 BJe CCI ... 4.50
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266 MGr CCI 1 Gambit (full) vs the Hounds ... 30.00
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268 JLe CCI Capt. America, Black Widow,Jim Lee 1st regular art ... 20.00
269 JLe CCI Rogue vs Mr Marvel Reavers ... 8.00
270 JLe CCI Hawk Genosharns, X-Tinction Agenda p1 ... 10.50
270A 2nd Print Gold ... 3.00
271 JLe CCI Storm mutates, X-Tinction Agenda p4 ... 8.00
272 JLe CCI Hellfire, X-Tinction Agenda p7 ... 8.00
273 JLe,JBy WPe,MSr,CCI New Mutants,X-Factor ... 7.00
274 JLe CCI Magneto,SHIELD, Ka-Zar vs Zaladane ... 6.50
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275A 2nd pr Gold ... 1.50
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278 PSm CCI Mu I Island Saga p1 Shadow King R:Colossus ... 3.50
279 AKu CCI p2 Prol X vs Colossus X-Men vs X-Men ... 3.50
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281 WPe JBy new team 1 Trevor Fitzroy D:Reavers D:White Queen Sentinels ... 10.00
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286 WPe JBy Bishop ... 3.00
287 JRy SLo O:J Bishop D:Malcolm & Randall ... 3.00
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301 JRy SLo Mystique Forge ... 1.50
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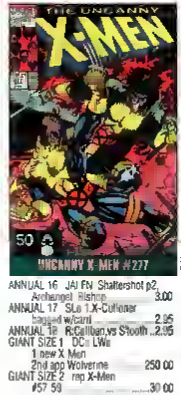
ANNUAL 14 X Factor 1 Gambit (cameo) ... 6.00
ANNUAL 15 ... 4.00



ANNUAL 16 JAl FNi Shadowcat p2, Archangel Bishop ... 3.00
ANNUAL 17 SLo 1 X-Collinear Sagged wizard ... 2.95
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GIANT SIZE 1 DCo LWe 1 new X Men 2nd ago Wolverine ... 250.00
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7 JLe SLo Omega Red ... 4.00
8 JLe SLo Gambit vs Bishop ... 4.00
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10 JLe SLo Longshot Mojo Maverick back-up story ... 4.00
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12 ATh FNi Hazard ... 2.00
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17-20 ARb FNi ... 1.25
21 22 ARb FNi mystery of Betsy Braddock's origin ... 1.25
23 ARb FNi Dark Riders ... 1.25
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25 ARb FNi Wolverine vs Magneto, Wolv changed irrevocably wraparound cvr w/hologram ... 6.50
25A Gold cvr edition ... 50.00
25A Black & White cvr ... 25.00
26 ARb FNi Bloodties (X-Men/Avengers x over) p2 ... 2.00
27 ARb FNi Beast Iceman search for source of Legacy Virus ... 1.25
28 ARb FNi Sabretooth runs wild ... 1.25
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1 1 Morph ... 6.00
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12 AWm RMa Archangel's fate ... 2.00
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1 DCo Professor X ... 4.75
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2 JDr FNi Magneto is past revealed 7.00
3 FNi vs Sabretooth 7.00
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2 MS RSi 4.00
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X-O MANOWAR

VALIANT (1992 current)

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0 gold edition 55.00
1 BWs JSh 1 & 0 Aric 1 Ken Clarkson 1 Spider Aliens 32.00
2 SVe JSh vs Spider Aliens 25.50
3 SVe JSh 1 X-Caliber Heralds 24.00
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5 KJa SEn Ax 11.00
6 SDi BLa vs Ax in X-O Commando armor Ax defeated 15.00
7 MLk BLa Unity vs rhinowarts 8.00
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15A pink 15.00
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17 3.00
18 2.25
1 Randy becomes She-God of War 2.25
20 2.25
21 Randy vs Ax 4.00
22 Randy finds her darker side, Aric fights without armor 2.25
23 Randy's dark side begins to gain control, Aric's tribe killed 2.25
24 Aric & Randy have talk 2.25
25 vs Admonitor w/Warriors #0 4.00
26 Ken is to deal w/depression 2.25
27 The Horror Below p3 2.25
28 Good Sk n destroyed in battle Valiant Era 1 card 2.25
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1 JMy JSi Sent Gamadrals p1 1.75

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2 JBg LS Inferno 2.75
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0A coupon cut out 2.00
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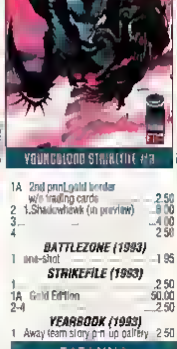
1 RLd HKa trading cards 10.00



1A 2nd prnt Lydia bender w/o trading cards 2.50
2 1 Shadowhawk (in preview) 8.00
3 4.00
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BATTLEZONE (1993)

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1 2.50
1A Gold Edition 50.00
2-4 2.50

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1 Away team story p n up gallery 2.50

ZATANNA

DC COMICS

SPECIAL

1 GMr GCy vs Allura 2.25

SERIES (1993)

1 R Zatanna's mother 1.95
2 new costume 1.95
3-4 vs Xanadu 1.95

ZEN, INTERGALACTIC NINJA

ARCHIE

1-4 1.25

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ALL-NEW COLOR SPECIAL (1993)

0 Th SSt chromium cvr by JAl coup for chrom m trading ca 3.50
0A newsstand edition JAl cvr 2.25

APRIL FOOL'S SPECIAL (1994)

1 parody issue 2.50

SERIES (1994 current)

1 Th vs Lord Contaminous die-cut chrom m cvr by HNg 3.95
1A newsstand edition 2.25
2 vs Lord Contaminous & Major General Lorenz, bio pal w/chrom m card 3.50
2A standard edition 2.50

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Wizard would like to thank the hundreds of retailers who regularly participate in our Retailer Survey Network. With their assistance, we are able to compile highly accurate data for each price guide. (Retailers: for details on becoming a Network member, please see the "Attention Retailers" section of this issue's Market Watch.)

The following persons are known as **WIZARD V.I.P.s.** They are special advisors to the Wizard Price Guide staff, and we thank each one of them for their participation, which serves to further increase the accuracy of Wizard's price guide. (Retailers who wish to become V.I.P.s should contact Jon Warren, the Senior Price Guide Editor, at Wizard Press, 151 Wells Ave., Congers, NY 10920-2064.)

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(706) 625-8527

William Christensen
Comic Convolcade
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Champaign, IL 61820
(217) 384 2211

Gary Colebourne &
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Moondogs
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Elk Grove Vil., IL 60007
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Rich Conley & James Keene
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San Antonio, TX 78216
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Powder Springs, GA 30073

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Tracy Wang
Adventure Comics
Carrollton, GA

X-O MANOWAR #28 The X-O armor is blown to bits after being weakened by a special poison and assaulted by high tech weaponry

Wiz Quiz 34

Each month, *Wizard* will ask what you thought about this issue of the magazine and what you enjoy about comic books.

Why? Well, we believe in giving our readers exactly what they're looking for in the #1 Guide to Comics. Longtime *Wizard* fans have seen the magazine evolve over the years, and they know that we've made the changes we have because the fans asked for them. Don't miss this chance! Your opinions will change the contents of this magazine!

WHAT DID YOU THINK OF THE ARTICLES IN THIS MONTH'S EDITION OF *WIZARD*?

I Was A Teenage Mutant!	❍ Great	❍ Okay	❍ Lame
In Darkest Night	❍ Great	❍ Okay	❍ Lame
Big Babies 3	❍ Great	❍ Okay	❍ Lame
Prime Suspect	❍ Great	❍ Okay	❍ Lame
Bona-Fide Success	❍ Great	❍ Okay	❍ Lame
Storm Warning	❍ Great	❍ Okay	❍ Lame

CHECK OFF THE CONTESTS IN THIS ISSUE OF *WIZARD* WHICH YOU ENTERED.

❍ Enveloping Letter Art ❍ Bowling Odyssey ❍ Homemade Heroes
❍ Party with Liefeld ❍ Sabretooth Sweepstakes ❍ Mars Attacks Contest
❍ The Drawing Board ❍ Simpsons Contest ❍ Missing Link Contest

IN ORDER OF MOST FAVORITE TO LEAST FAVORITE, LIST YOUR FIVE FAVORITE COMIC BOOK ARTISTS

1 _____
2 _____
3 _____
4 _____
5 _____

IN ORDER OF MOST FAVORITE TO LEAST FAVORITE, LIST YOUR FIVE FAVORITE COMIC BOOK WRITERS

1 _____
2 _____
3 _____
4 _____
5 _____

IN ORDER OF MOST FAVORITE TO LEAST FAVORITE, LIST YOUR FIVE FAVORITE COMIC BOOK CHARACTERS, INCLUDING HEROES, HEROINES, VILLAINS, ET CETERA

1 _____
2 _____
3 _____
4 _____
5 _____

HOW DO YOU FEEL ABOUT MULTIPART CROSSOVER STORYLINES IN COMICS? (CHECK ONE)

❍ I like 'em.
❍ They don't affect my comic purchasing decisions.
❍ I hate 'em and I refuse to buy 'em.

HOW DO YOU FEEL ABOUT COUPON/STAMP REDEMPTION OFFERS FOR LIMITED EDITION COMICS? (CHECK ONE)

❍ I like 'em, and send away for the limited edition comics.
❍ They don't affect my comic purchasing decisions.
❍ I hate 'em, and never buy the item being offered.
❍ I don't purchase the mail-away item until I find it for sale.

WHERE DO YOU USUALLY READ *WIZARD*? (CHECK ONE)

❍ At home ❍ At school ❍ In the car/bus/subway ❍ In the rain

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" PROPHET "
Image Comics

DAN FRAGA
SAT. & SUN.
" BLACKFLAG "
" DEATHMATE RED "
" YOUNGBLOOD #0 "

GREG CAPULLO
SATURDAY
" SPAWN #16,#17,#18 "
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SHOWS & CONVENTIONS

Welcome to the new *Wizard* Shows & Conventions! To help connect you with the biggest and best comic book shows and conventions in your area, *Wizard* is still printing all the stuff we used to print in this department. But we've added extra space so you can find out in advance about admission discounts, creator appearances, and other supernatural stuff!

These listings are as accurate as we can get them, but *Wizard* always recommends phoning ahead before you attend an event—show information sometimes changes after we go to press. With that in mind, it's time for all you comic-hungry hordes to go conventioneering!

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COMex Comics & Toy Show, Le Baron Hotel, 1350 N. First St., 80 tables, $4 admission ($3 with coupon, call for information), 10am-4pm, 510-274-3254

MAY 20-22, OAKLAND

Collsenm Sports Card, Memorabilia & Comic Book Show, Oakland-Alameda Collsenm Exhibit Hall, I 880 & Hegenberger Rd., 280 tables, free admission, Friday 4-9pm, Saturday 10am-8pm, Sunday 10am-5pm, 415-386-9036

MAY 28, SAN FRANCISCO

San Francisco Sports Card & Comic Book Show, Cathedral Hill Hotel, 1101 Van Ness Ave. & Geary Blvd., 50 tables, $1 admission, 10am-4pm, 415-386-9036

JUNE 5, BURLINGAME

COMex Comics & Toy Show, Airport Radisson Hotel, 1177 Airport Blvd., 50 tables, $4 admission ($3 with coupon, call for information), 10am-4pm, 510-274-3254

FLORIDA

MAY 1, ORLANDO

Comic Book Mega Show III, Marriott Hotel, 8001 International Dr., 60 tables, $3 admission, 10am-4:30pm, 407-426-7745. Signings: Bill Manmon (*Damage*), signer to be announced

MAY 15, TAMPA

Comic Book Mega-Show I, Busch Gardens Ramada Resort, 280 E. Busch Blvd. & I-275, 60 tables, $3 admission, 10am-4:30pm, 407-426-7745. Signer to be announced

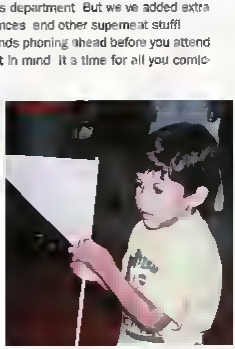
MAY 22, TALLAHASSEE

Comic Book Mega Show II, University Ctr. Holiday Inn, 316 W. Tennessee St., 40 tables, $3 admission, 10am-4pm, 407-426-7745. Signer to be announced

ILLINOIS

MAY 14, CHICAGO

St. Cornelius Card & Comic Book Show, St.



Cornelius Church Hall, 50 tables, $1 admission, 9am-3pm, 312-763-9034

NEW JERSEY

MAY 15, WOODBRIDGE

Four Color Comic Art Convention, The Sheraton, 515 Rte. 1 & 9, 40 tables, $3 admission, 10am-4pm, 908-828-5955. Guests: Bons Vallejo (fantasy artist), Julie Bell (Marvel Masterpieces cards, Fleer X-Men cards), Pedi (*Supreme* artist)

NEW YORK

MAY 8, BAYSIDE

New York Card, Comic & Collectible Auction, Adria Hotel, 220-33 Northern Blvd. (off Cross-Island Parkway), free admission, 2-7pm, 800-829-6992. Rare cards, hot signed and numbered comics, and an auction of beautiful collectibles, many with no minimum bid!

TEXAS

MAY 1, AUSTIN

Sportscards & Comics Show, Wyndham Hotel, Southpark IH-35, 35 tables, $1.50 admission, 10am-5pm, 713-449-8511. Door prizes

SHOWS & CONVENTIONS

MAY 7, HOUSTON
Comic Carnival, Nassau Bay Hilton, 3000 NASA Rd 1, 75 tables, $5 admission, 10 30am-5pm, 713-659-1102 Guest artists, free autographs

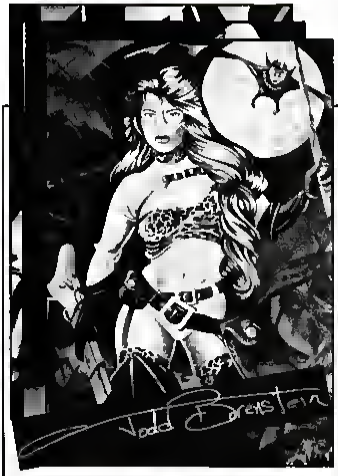
MAY 21, DALLAS
Rookie's Comic & Card Show Park Central Hotel (formerly Marriott Hotel), LBJ Freeway & Coit Rd , 40 tables, $1 admission, 9am-4pm 214-840 3670 Door prizes

MAY 29, HOUSTON
Sportscards & Comics Show, Marriott Hotel, 1750 W Loop S (between Post Oak and San Felipe), 40 tables, $2 admission, 10am 5pm, 713-449-8511 Door prizes

VIRGINIA

MAY 1, TYSONS CORNER
Capital Associates Comic Book & Trading Card Show, Tysons Corner Ramada Hotel, Exit 10 off I-495, 85 tables, $2 admission 10am-4pm, 703-503 5834 ★

If you'd like to use *Wizard*'s magic to help advertise your comic book event, call Karen Evora at (914) 268-3907.



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E.G.O.*

Breaking In

by Todd McFarlane

The question I'm most often asked is "What's the best way to break into comics?" I think the best thing to do is to get the opinions of a lot of different professionals, because each of us have completely different stories on how we got our breaks. To help get you started, here's my opinion on the subject.

First off, if you're doing artwork, you must draw on a page that's 10 inches by 15 inches, because that's the standard size of paper that professionals draw on. Once you do your drawings, make lots of scaled-down photocopies of the pages so they fit on regular eight-and-a-half-inch-by-11-inch paper.

The easiest way to reach a lot of people is to take a comic that you think sucks and redraw the first four pages. That's relatively easy, because you don't have to think up a story, it's already there in front of you. Don't use the same number of panels or the same angles as the original artist: you're trying to prove that you're better than the person already doing it. When you're through with that, send out copies of your art to as many people as you can. Don't just send one to Marvel Comics, one to DC, and one to Image; instead, send 10 to all of them.

I've never believed in sending samples to a submissions editor, because they don't have the power to give you work, the people who give you work are the editors of the books, and that's who you should send your samples to. I'd even aim at some of the newer editors, because they get some of the less prestigious titles, and are always for more accepting of new talent. Many hope to find a diamond in the rough.

If you don't want to do superheroes, then consider sending samples to Vertigo, Fantagraphics, Epic Comics, or some small publishing company that suits your style. If you like illustrating Metallica album covers, then don't send your samples to the editor of the Superman titles.

You don't need to do more than four pages of art, because looking at artwork is like looking at cars or furniture: you don't need to see every page to know if it's good. Editors can tell whether you have talent from only four pages.

If you want to ink your own art, pencil it first, then make copies of the pencils, ink the copies, and then make copies of the inked version. Do this because the likelihood of someone hiring you to pencil and ink your own work is minimal. If your inking is lacking, then a publisher can hire a professional to ink over your pencils.

If you want to write comics, then remember that editors want to see story plots, which are brief synopses of what the story is about. They don't want to see dialogue: they'll ask for dialogue after they became interested in the plot. The plot should be about characters published by that particular company; Marvel doesn't want a Superman story, and DC doesn't want a Spider-Man story.

Keep the plots very short. Editors have very little time to look at submissions, and if they see that they have to wade through a massive plot, it's very easy for them to push it off to the side and not read it.

I highly recommend going to comic conventions. Go to as many people as possible and get as many opinions as possible. If you're a budding writer, you're probably better off talking to professional writers; if you're an artist, talk to artists and people who deal with artwork.

Another thing: when you show samples, shut your mouth. When you open your mouth, you will only do yourself damage. Let the work do the talking for you. Nobody's going to talk me or some editor into liking a page if we don't like what we see with our own eyes. Don't say things such as "This isn't my best work." Editors don't want to hear that. They assume that you're coming to them because you want work, and why would they want to hire someone who isn't showing them their best work?

Over the course of 14 months, I mailed out over 700 packages. I got about 280 responses, and 279 were rejections. I sat there and took all those rejections, but because I was so stubborn, I kept saying, "I'm going to break into this business came hell or high water, and nobody's going to stop me!" You have to persevere, if you can't handle rejection, then I don't recommend sending in samples, because it's a very competitive field out there right now.

Use a chart to keep track of who you've sent samples to. If you get one nonresponse, don't let that discourage you. If you get 20 rejection responses, don't let that discourage you either. It's not going to happen overnight. Keep sending work to those who responded. Even if editors say, "You need to work on that," at least they took the time to review your work and write a letter back to you.

It's better to try to form a relationship with an editor who gives you constructive criticism rather than with one who just throws your sample in the trash and doesn't offer an opinion. A good editor will consider hiring you when he sees improvement. If you improve from submission to submission, the editor will say, "Geez, this person really wants to work. He's got a good attitude and has improved. We'd better give him a job just so he doesn't send us any more mail!"

Don't be shy. If you want to get into comics, nobody's going to knock on your door—you have to knock on theirs. Having said that, I wish you the best of luck, and hope you're lucky enough to get a job, just like I was. Until next month, take care. ☆

Any industry professional who wishes to respond to the opinions stated here should write to: E.G.O., 151 Wells Ave., Congers, NY 10920-2064

*EVERYONE'S GOT OPINIONS

The opinions expressed in this column are not necessarily those of *Wizard: The Guide to Comics*, its editorial staff, or Image Comics.

WIZARD ROLLEPEN

Wizard has only begun to settle into our snug new office building, but we've already had a bevy of guests from in and outside the comic industry. Some of the notables who have passed through Wizard HQ include Bart Sears (with his lovely wife Jill and assistant Sean), Joe Quesada, Jimmy Palmiotti, the ever flamboyant Nelson, Dark Horse VP of marketing and sales Lou Rank, Extreme Studios's Matt Hawkins, and some of the big boys over at Valiant: publisher Steve Massarsky, sen or VP Jan Hertz, and VP of marketing Marty Stever. They all slept over and did each other's nails, too.

***"Mortal Kombat!** Mortal Kombat!"* The chant arose earlier this month after those friendly folks over at Acclaim donated a *Mortal Kombat II* arcade game to Wizard Press (to be given away in the pages of *Wizard* #36). While playt et testing the game to make sure it'll be in perfect shape for the lucky fan who wins it, a *Mortal Kombat II* tournament was held by the hard-working Wizard staff. So who was the top kombatant? Though an impressive display was made by Pat "Baraka" McCallum, Doug "Johnny Cage" Goldstein, Matt "Liu Kang" Milliken and Steve "Ra den" Blackwell, the heavyweight belt went to *ER* editor and *Wizard* editorial assistant Rob "Liu Kang" Samsel. (Can you say "fatality"?) Honorable mention goes to Gareb Shamus, who entered but got his butt waxed pretty hard. (Sorry, boss.)

Seeing as how the Wizard Press staff was working their fingers to the bone (let's see you try to execute all those crazy moves in *Mortal Kombat II*. It ain't as easy as it looks!), editorial assistant Jennifer Winhe m opened up her house for quite a rollicking party. Many a Wizard staffer showed up for the festivity, and even Nelson stopped by to hang with the crew (geez, th s guy is everywhere!). Special events during the n ght included Marc "Crazy Legs" Wilkofsky dancing like a kitten in a microwave and *ER* art director Robin Ramos astounding partygoers with h s prowess on the keyboards. A blast was had by all.

UP CLOSE...

Patrick McCallum
Editor, *Wizard: The Guide To Comics*

ILLUSTRATION BY: BRIAN CUNNINGHAM

What is it you do at *Wizard*?
I edit *Wizard*, choose what goes on the cover, decide what feature ed-torial we run, come up with a bunch of the contests, and do Gareb's lawn.

Your favorite section in *Wizard*?
Magic Words

Last good movie you saw?
The Remains of the Day

Last good book you read?
Howard Stern: Private Parts

Favorite TV show?
The Late Show, with David Letterman

Favorite musical group?
Queen

Who would play you in a movie?
An older Fred Savage

Favorite comic right now?
Prime

Favorite comics of all time?
Amazing Spider-Man #229-#230

What are/were your nicknames?
Toeley, Pinhead

WIZARD TOP 10

Top 10 things Robin took with him when he left the Batcave

10 Aunt Harriet's ashes
9 Bruce Wayne's near-mint copy of *Detective #27*
8 Jason Todd's old *Playboys*
7 The kryptonite ring (just in case Superman gets steamed when Robin makes time with Lois)
6 The handbrake to Bruce Wayne's wheelchair (that'll teach him to leave Alfred in charge)
5 Alfred's medication
4 Bruce Wayne and Selina Kyle's private home video (featuring "The Bat, the Cat, and Hey, What's That?")
3 His Clearasil pads
2 The big penny
1 Bruce Wayne's bank card (P-A-R-T-Y)

❑ THE BEGINNING OF THE VALIANT ERA In its latest special edition, *Wizard* explores the company that's celebrating its third outstand ng year in comics. Th s issue sports a fantastic Bernard Chang gatefold cover featuring Valiant's coolest characters, plus a Joe Quesada Dr. Stik bookmark (sadly not included). In addition, this special comes with an exclusive 32-page *Secrets of the Valiant Universe* comic. Plus: in-depth coverage of all the Valiant titles, from *Archer & Armstrong* to *X-O Manowar*. The beginning of the Val ant Era is one book no comics fan should be without! **$3.95**

❑ COLLECTOR'S SPORTSLOOK #7 "Justice is served" in this June issue when *Sportslook* puts the cover spotlight on Atlanta Braves right fielder David Justice. In addition, CSL takes a look at auto racing and asks, "Why is it so popular?" (After all, we know it's not a real sport, like lawn darts.) Plus: a sneak peek at the upcoming World Cup soccer tournament, the 100 coolest cards of all time, and: do fans expect too much from athletes? **$3.95**

❑ ER #9 Th s month's issue of *Entertainment Retailing*, *Wizard's* trade magazine for hobby store retailers, explores Valiant's upcoming "Chaos Effect" storyline and sports an awesome "Chaos Effect" cover by Bob Layton. Other features include an Industry Spotlight on Malibu Comics President Scott Rosenberg, a guest editorial by Milestone Media's Michael Davis, coverage of the '94 Toy Fair, and no-holds-barred columns by such industry notables as John Byrne and Beau Smith, plus the chance to have Madman creator Mike Allred come to your store! Wowee zowee! **$2.95**

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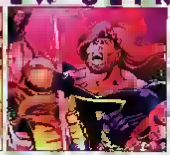
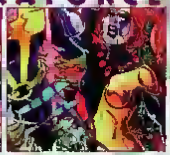

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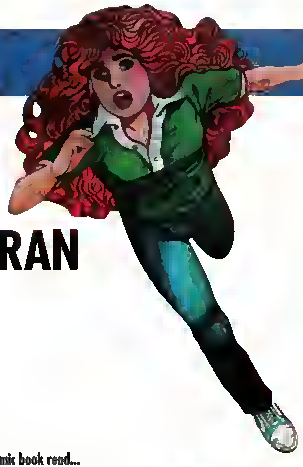
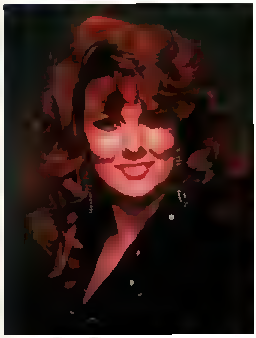


Logo TM & © Colleen Doran

Here's looking at...COLLEEN DORAN

Colleen Doran is in an enviable position: she splits her time between a personal project, *A Distant Soil*, and mainstream projects which she enjoys, like *Valor* and *Legionnaires*.

Doran first showed artistic promise at age 5, when she drew a Mickey Mouse Valentine's Day card for a contest and won tickets to see "Disney on Ice." She says that she only became a huge comics fan at age 12, when she was ill and her father brought her a box full of comics. She was hooked from that point on.



While at a science fiction convention, a 15-year-old Doran shopped samples of her work around and landed a job in advertising. She freelanced in science fiction illustration, and then fell into comics. Her first comics work was her *A Distant Soil* series, published by Warp Graphics. Her first mainstream work came from DC Comics in the form of 1985's *Amethyst* #12 (regular series). Doran has since worked on DC's *Who's Who* (all series), *Sandman*, *Wonder Woman*, *Legion of Super-Heroes*, and *Legionnaires*, among others, and Marvel's *Amazing Spider-Man*, *X-Factor*, an as yet unreleased sequel to *Fallen Angels*, and the recent *Captain America: Drug War*.

When Doran left Warp, many companies vied for the chance to publish her *Distant Soil* title. She went with the Donning Company, but later decided to self-publish under the banner of Aria Press. *A Distant Soil* is quickly approaching its ninth issue.

The 30-year-old Doran, born in Cincinnati, Ohio, has a full schedule this year. Besides continuing to work on *A Distant Soil*, she will continue to pencil DC's *Valor* (which will play a pivotal role in the upcoming continuity-fixing *Zero Hour: Crisis in Time* mini-series), has work in *Legion of Super-Heroes Annual* #5, is supplying art for a few of SkyBox's upcoming *Star Trek* trading cards, and is on tap for a mysterious late '94 mini-series from an undisclosed publisher. "I'm not allowed to talk about it yet," she says.

Is Doran happy with her career? "I've always wanted to be a cartoonist," she affirms. "I think the reason I got such an early start was because I knew exactly what I wanted."

First comic book read...
It had to be an Aquaman story in either *Aquaman*, *Adventure Comics* or *Action Comics*. All I remember is that it was drawn by Nick Cardy.

Favorite comic of all time...
Uncanny X-Men #138, the funeral of the Phoenix: it was the first issue of the book I had read. What a way to start, eh?

Favorite work of your own...
Whatever issue of *A Distant Soil* I happen to be working on at the moment.

Comics you currently read...
Legionnaires, *Catwoman*, *Hellstorm*, *Sandman*, *Legion of Super-Heroes*, *Bone*, *Starchild*, *Nestrobber*, *Hepcats* and *Wandering Star*.

Person you'd most like to meet...
One person I never got to meet was Hal Foster (creator of the *Prince Valiant* newspaper strip).

Superpower you'd most like to have...
It would be wonderful to fly, what a great sense of freedom.

Favorite munchie at 2 a.m....
Mousse truffle pate and garlic bagel chips.

Favorite toy as a kid and as an adult...
As a kid, it was this stuffed tiger that was four or five feet long. My grown-up toy is my VCR. I watch a lot of movies while I work.

Favorite pastime or hobby...
Gardening. I love it.

Favorite television show...
I watch *Lois & Clark: The New Adventures of Superman* every week. I love that show.

Last good movie you saw...
The Three Musketeers.

Favorite musical performer...
Jimmy Page.

Person who would play you in a movie about yourself...
Sally Field.

Person you'd most like to work with...
Frank Miller.

Why do you read *Wizard*?
To stay up to date on all the hot news. ★

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